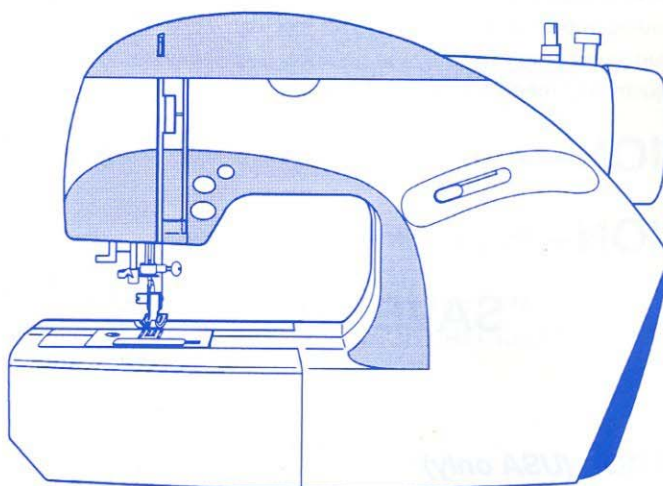®

SINGER

IzeK

INSTRUCTION MANUAL

Model 1500

"IMPORTANT SAFETY INSTRUCTIONS"

"When using an electrical appliance, basic safety precautions should always be followed, including the following."
"Read all instructions before using this sewing machine."

"DANGER— To reduce the risk of electric shock:"

1. "This sewing machine should never be left unattended when plugged in. Always unplug this sewing machine from the electric outlet immediately after using and before cleaning."
2. "Always unplug before replacing light bulb. Replace bulb with same type rated DC 6.5V 2.8W."

"WARNING— To reduce the risk of burns, fire, electric shock, or injury to persons: "

1. "Do not allow to be used as a toy. Close attention is necessary when this sewing machine is used by or near children."
2. "Use this sewing machine only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual."
3. "Never operate this sewing machine if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return the sewing machine to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment."
4. "Never operate the sewing machine with any air openings blocked. Keep ventilation openings of the sewing machine and foot control free from the accumulation of lint, dust, and loose cloth."
5. "Never drop or insert any object into any opening."
6. "Do not use outdoors."
7. "Do not operate where aerosol (spray) products are being used or where oxygen is being administered."
8. "To disconnect, turn switch to the off ("0") position, then remove plug from outlet."
9. "Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord."
10. "Keep fingers away from all moving parts. Special care is required around the sewing machine needle."
11. "Never sew with a damaged needle plate as this can cause needle to break."
12. "Do not use bent needles."
13. "Do not pull or push fabric while stitching. It may deflect the needle causing it to break."
14. "Switch the sewing machine off ("0") when making any adjustments in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, etc."
15. "Always unplug sewing machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual."

"CAUTION— Moving parts–To reduce risk of injury, switch off before servicing. Close cover before operating machine.'

"CAUTION— This product is not intended for children under 12 years of age and adult supervision is required."

"SAVE THESE INSTRUCTIONS"

"This product is for household use, or equivalent."

FOOT CONTROL (USA only)

Use Yamamoto Electric, Model YC-485 with this sewing machine.

CARRYING MACHINE

Grasp the handle at the right-hand side of the machine with your right hand, hold the machine body firmly with your left hand as illustrated. Be careful not to drop and break the machine or cause injury.
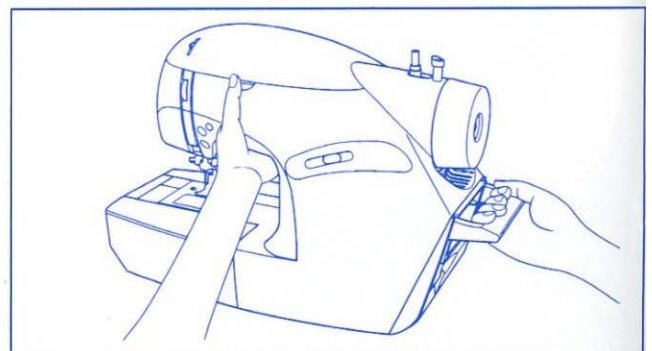
TABLE OF CONTENTS

1. KNOWING YOUR SEWING MACHINE

MACHINE IDENTIFICATION

Top cover

Thread tension control

Face cover

Thread cutter

Extension table
(Accessory box)

Feed dog control

Bobbin winder shaft

Bobbin winder stop

Cover release button

Sewing speed control

Operation switches

Power line cord

Hand wheel

Link cable storage

Power/light switch

Cord socket

Socket

Handle

Identification plate

Presser foot lifter

Buttonhole lever

TOP COVER OPENED

Thread guide (2)

Thread guide (3)

Thread guide (1)

Thread take-up

Horizontal spool pin

2

Automatic needle threader

Thread guide

Thread guide

Presser foot screw

Needle

Bobbin cover plate

Needle bar

Thread cutter

Needle clamp screw

Foot release button

Presser foot

Feed dogs

Needle plate

Bobbin cover release button

Instruction manual

SEWING MACHINE
OPERATION SOFTWARE

Foot control

Auxiliary spool pin (A) for larger spool
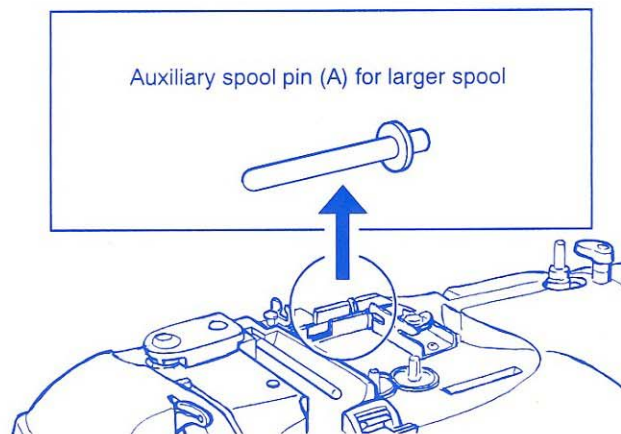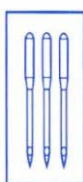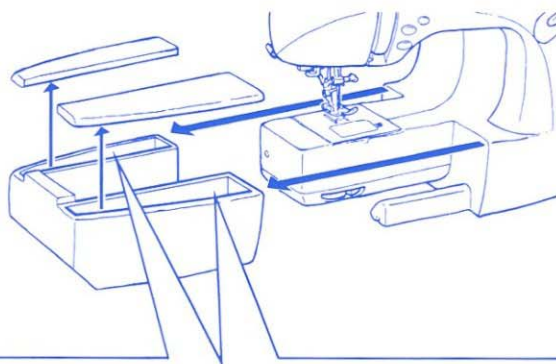
Needles
(P.# 67233)

Bobbins
(P.#85128)

Spool pin felt discs
(P.# 77040x2)

Spool pin cap (mini)
(P.# 85168)

Spool pin cap (small)
(P #79070)

Spool pin cap (large)
(P.#85124)

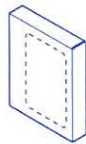Auxiliary spool pin (B)
(P.# 85261)

Buttonhole opener/Brush
(P.# 85365)

Screwdriver (large)
(P.# 75748)

Screwdriver (small)
(P.# 74793)

Buttonhole foot
(P.# 85410)

4

This machine can be used either with or without foot control.
Be sure to wipe off any surplus oil from needle plate area before using your machine the first time.
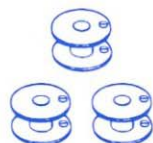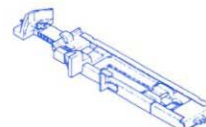
POWER LINE CORD
Connect the plug of the power line cord into the cord socket (1) and your wall outlet (2) as illustrated (A).
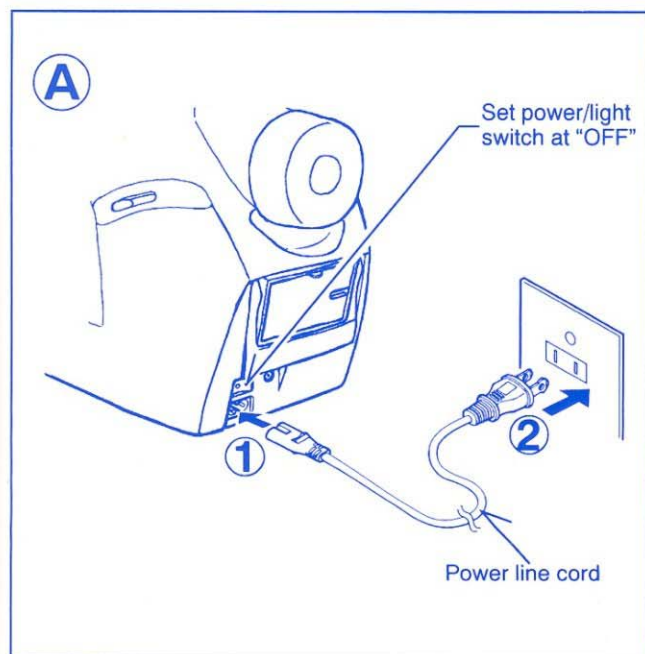
FOOT CONTROL
Connect the plug of the power line cord into the cord socket (1) and your wall outlet (2) as illustrated (B).

Connect the foot control plug into the machine socket (3).

(A)
Set power/light switch at "OFF"
①
②
Power line cord

(B)
Set power/light switch at "OFF"
Machine socket
Pin
③
①
②
Foot control
Power line cord
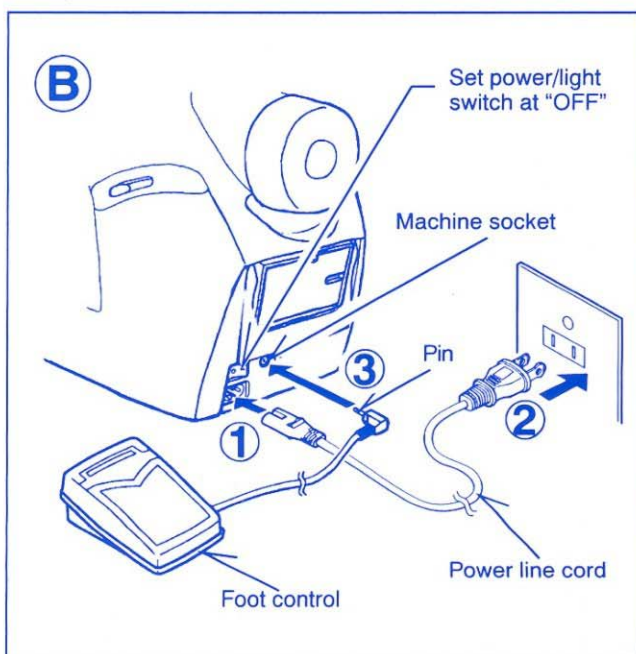
⚠ Always disconnect the machine from power supply by removing the plug from the wall-outlet.

POWER/LIGHT SWITCH
Your machine will not operate until the power/light switch is turned on. The same switch controls both the power and the light.
When servicing the machine, or changing needles or lamps, etc., machine must be disconnected from the power supply.

Power/light switch "OFF"

Power/light switch "ON"

STARTING/STOPPING the MACHINE

When using only the power line cord, when the start/stop switch is pushed, the machine starts slowly, and when the switch is pushed once more, the needle moves and stops at its highest position.

When using foot control, simply press your foot on pedal until you reach a slow even speed. Never try to sew too fast. The harder you push, the faster the machine will sew. Release pressure on foot pedal to stop the machine.
NOTE: When foot control is connected, start/stop switch cannot be used.
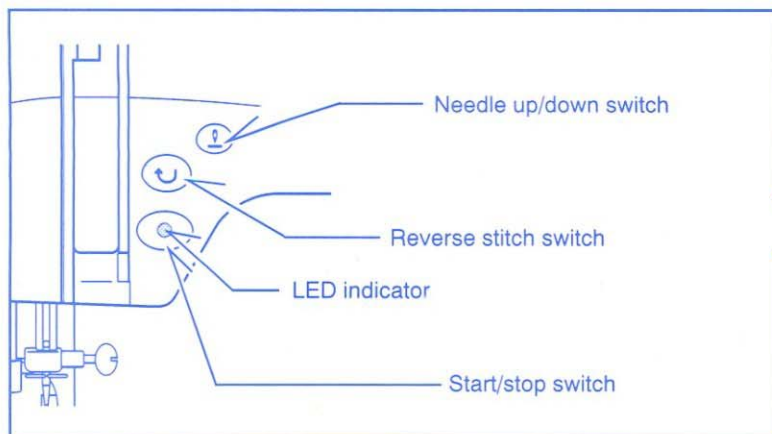
NEEDLE UP/DOWN SWITCH

When the needle up/down switch is pushed, the needle moves and stops at its lowest position. If the switch is pushed once more, the needle moves and stops at its highest position. These operations can be repeated in order to sew basting stitches.

REVERSE STITCH SWITCH

Reverse sewing is carried out while the reverse stitch switch is pushed (only for normal sewing). (The stitch length will be about 2 mm.)

NOTE: If the power cord is disconnected from the wall outlet during sewing, or if the sewing machine stops due to a power outage, the sewing machine will not operate immediately even when the power is restored. To start the sewing machine again, turn the power switch to OFF and then back to ON again, and then start the machine.

The top sewing speed is set by using the sewing speed control in conjunction with the foot control. The sewing speed control is moved horizontally to determine the zone of speed required.

Regardless of the setting, the maximum speed may be limited for selected patterns.

NOTE: When using the foot control, on the low setting the machine will not sew faster than a certain speed, even when the foot control is fully depressed.

Sewing speed control

Needle up/down switch

Reverse stitch switch

LED indicator

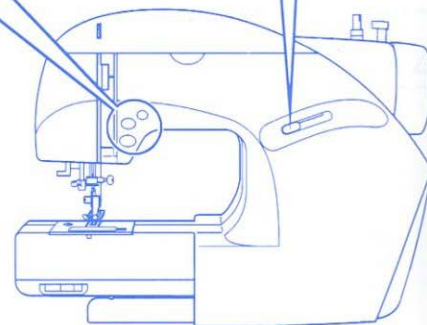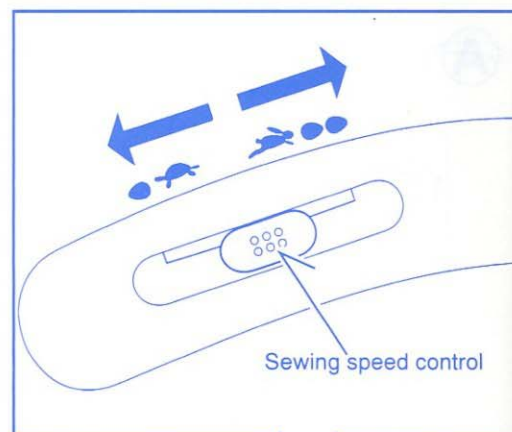Start/stop switch

LED INDICATOR

Red light indicates that the machine is in operation. Green light indicates that the machine is ready to start. Flashing red light will be indicated if error should occur or the machine becomes out of order. Flashing only for 2 - 3 seconds shows that an incorrect operation is made.Continuous flashing indicates that the machine malfunctions.

Place a felt disc on spool pin to control spool movement. Place a spool of thread on the pin, and secure with a suitable size spool cap, to ensure smooth flow of thread. <u>Be careful not to push the spool cap too tight as the spool must turn.</u>
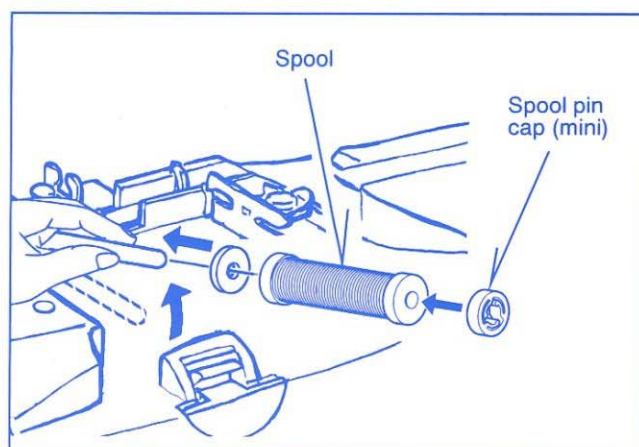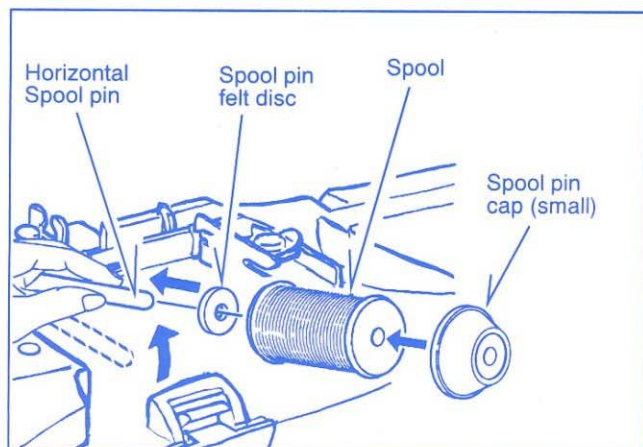
Auxiliary spool pins

Some size and style spools of thread do not deliver thread smoothly with horizontal spool pin and spool cap. In this case use vertical auxiliary spool pin (A). It may not be possible to obtain good thread tension with some spools, so if problems with thread tension occur, use spool pin (B).

Attach the spool pin (A) and place a felt disc over it. Place a spool of thread on the spool pin as illustrated.
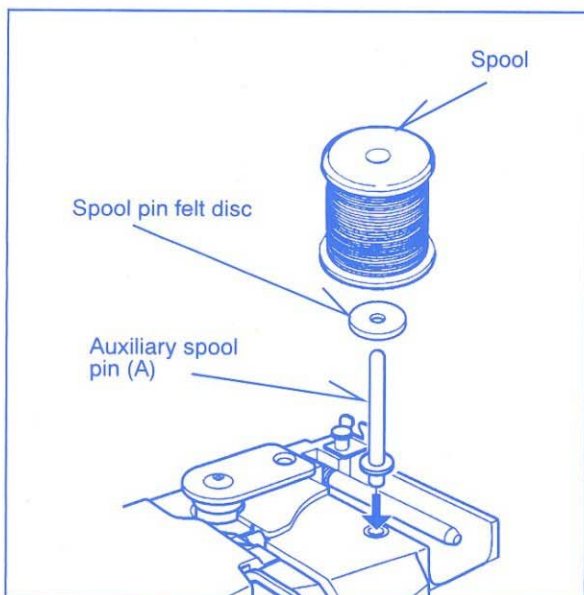
Attach the spool pin (B) and place a spool of thread on the pin, and secure with a suitable size spool cap as illustrated. With this spool pin the cap should be installed tightly.
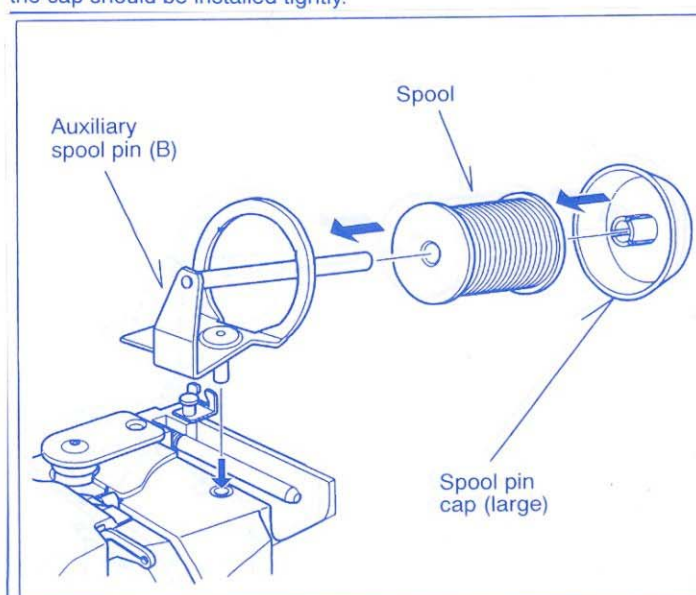
NOTE:
1. Use the spool cap closest to the thread spool size to ensure smooth operation.
2. Auxiliary spool pins are not designed for twin needle sewing.
3. Depending on the size and conditions of spools of thread and spool pins, top cover cannot be closed.

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PRESSER FOOT LIFTER

There are three positions for your presser foot.

1. Lower the presser foot to sew.

2. Raise the lifter to the middle position to insert or remove fabric.

3. Lift it to its highest position to change the presser foot or to remove thick fabric.
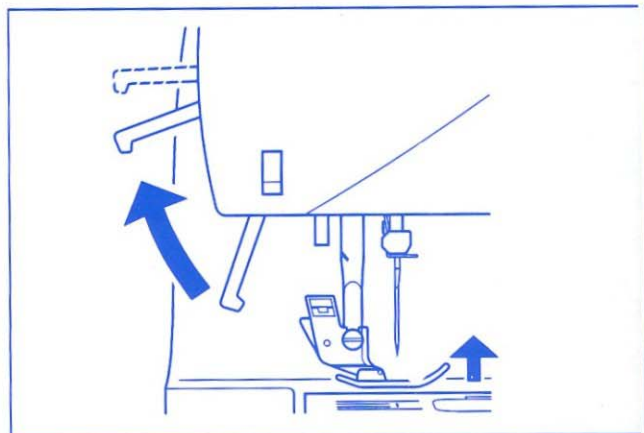
FEED DOG CONTROL

The feed dogs control the movement of the fabric that is being sewn. They should be raised for all general sewing purposes and lowered for darning, freehand embroidery and monogramming so that you, not the feed dogs, are moving the fabric.
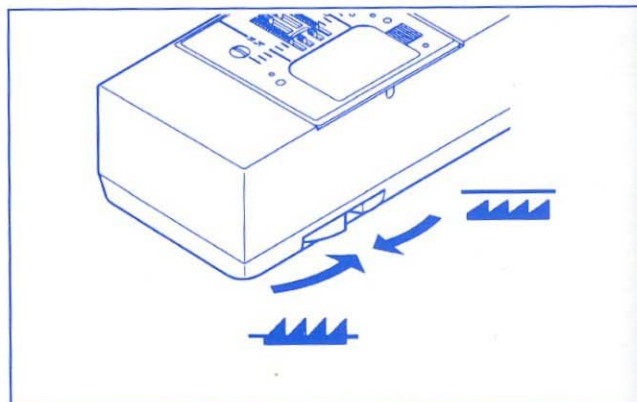
Your machine can be used either as a flat- bed or as a free-arm model.

With the extension table in position, it provides a large working surface as a standard flat-bed model.

To remove the extension table, hold it firmly with both hands and pull it off to the left as shown. To replace, slide the extension table back into place until it clicks.

With the extension table removed the machine converts into a slim free-arm model for children's clothes, cuffs, trouser legs, and other awkward places.
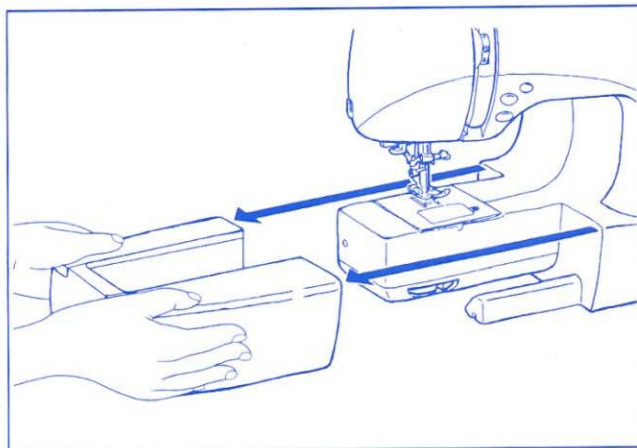
LEVELING MACHINE

CHECKING
Put the machine on a flat table.
Check the balance of the machine.

ADJUSTMENT
Lay machine on its back gently and carefully with both hands. Be careful not to make scratches on both machine and table.
Be careful not to drop the machine and not to have your fingers be caught between the machine and table.

Insert the driver into the hole (1) and adjust by turning it.
* Use screwdriver (small) included in the accessories.

Check the balance of the machine after adjustment.

(1)
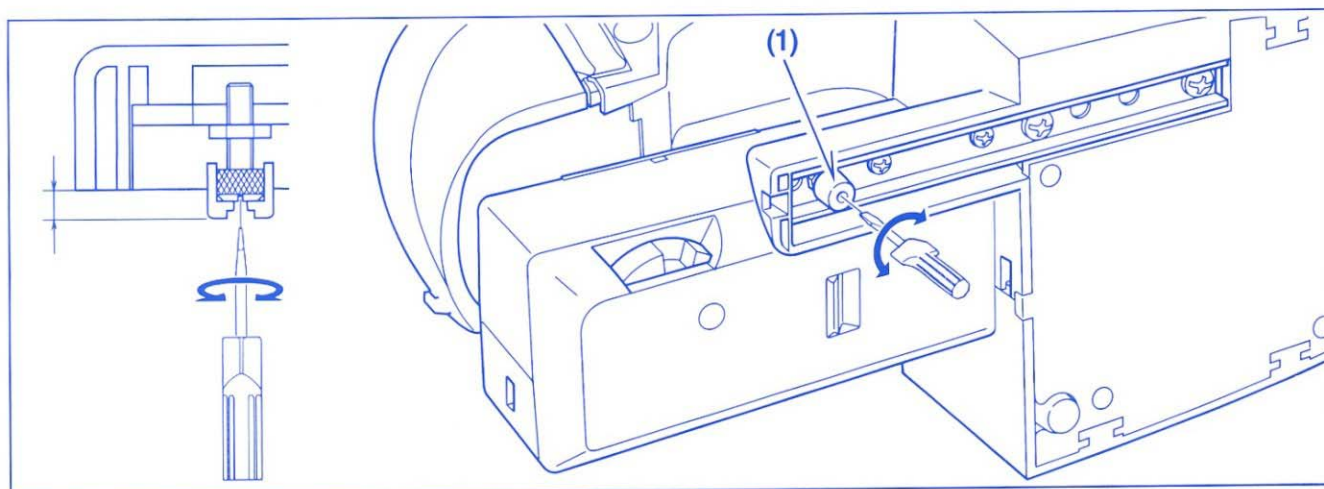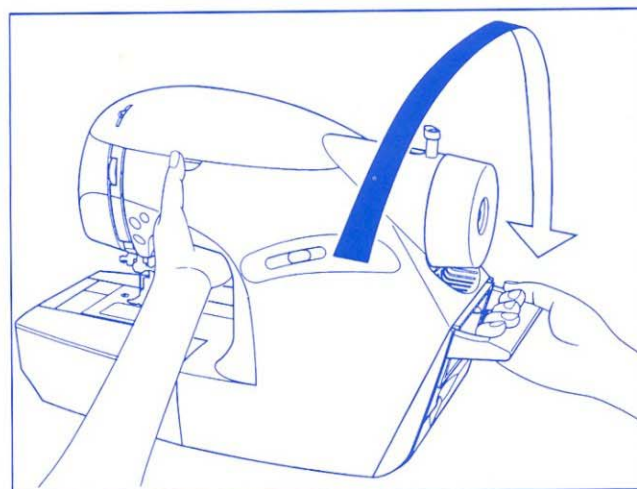
1. Place a spool of thread on the spool pin, and secure it with the spool pin cap (small). Pull the thread out from the spool through thread guides (1) and (2).
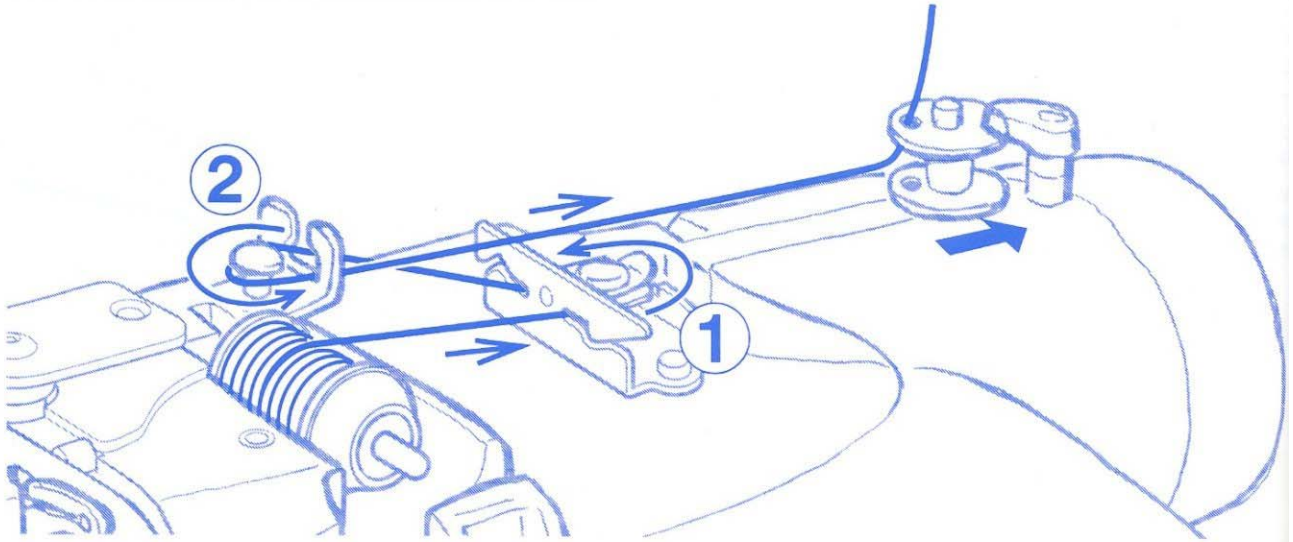
2. Pull end of thread through hole in bobbin as shown.
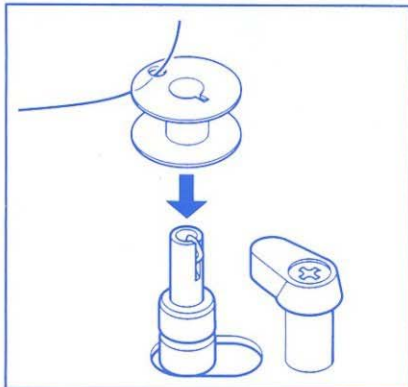
3. Push bobbin winder shaft to far left position, if it is not already there. Place bobbin onto shaft with end of thread coming from top of bobbin. Push bobbin winder shaft to the right until it clicks. Hold onto end of thread.
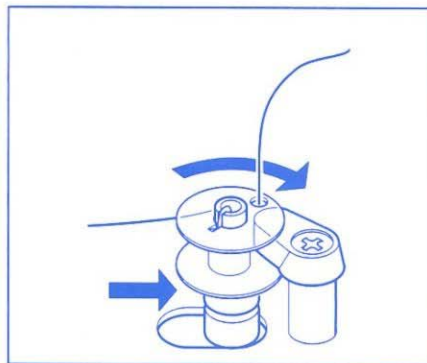
4. Start machine. Bobbin will automatically stop turning when completely filled. Push shaft to the left to remove bobbin and cut thread.
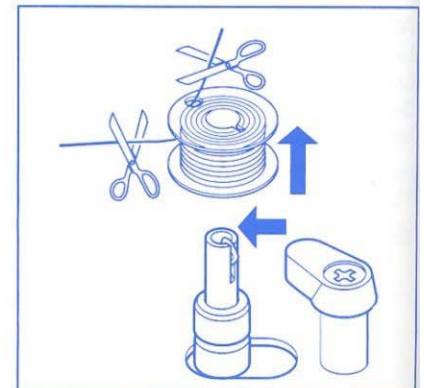
10

1. Raise the needle to its highest position by rotating the hand wheel toward you.

2. Remove the bobbin cover plate by pushing the release button to the right while pushing the left corner of plate.
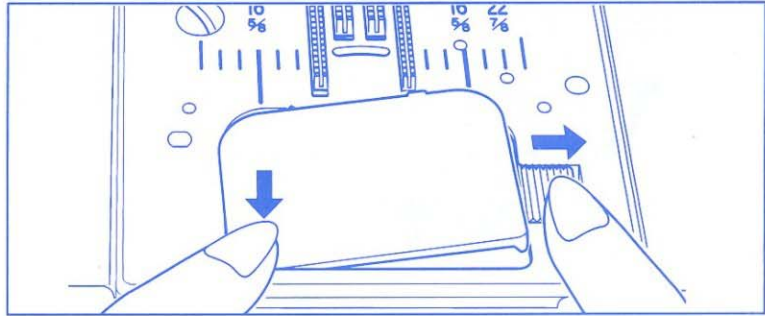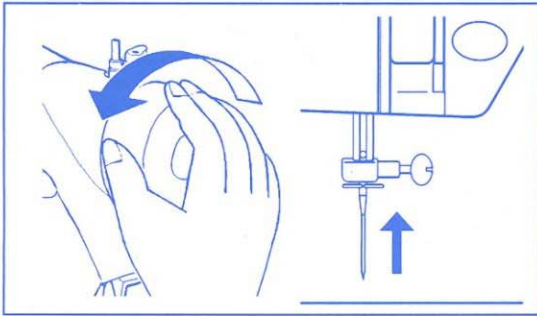
3. Insert the bobbin making sure the bobbin rotates counter-clockwise.
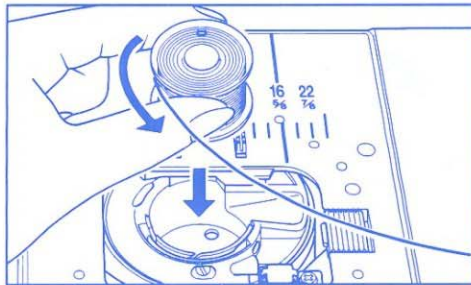
4. Pull thread through the slot (A) and then to the left.

5. With a finger held gently on top of the bobbin, pull thread through the slot (B) <u>until you hear a clicking sound,</u> and then leave about 6" (15 cm) of thread.

6. Replace the bobbin cover plate onto the needle plate.

11
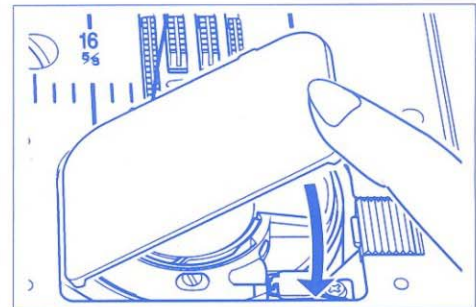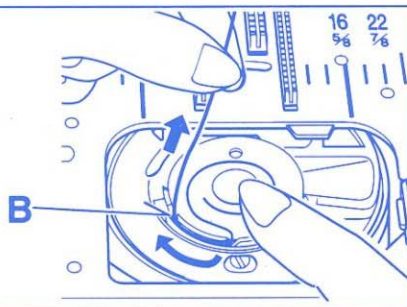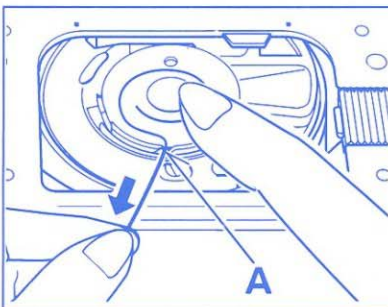
1. Raise the presser foot lifter. Always be sure to raise the presser foot lifter before threading the top thread. (If the presser foot lifter is not raised, correct thread tension cannot be obtained.)
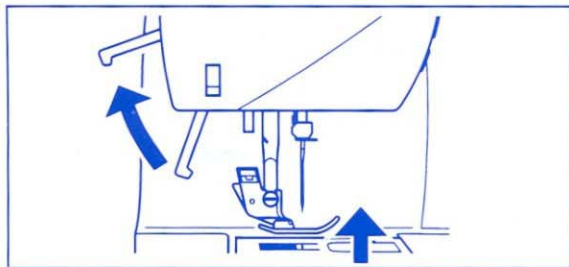
2. Turn the hand wheel toward you until the needle is in its highest position and the thread take-up is visible.

Thread take-up

Tab
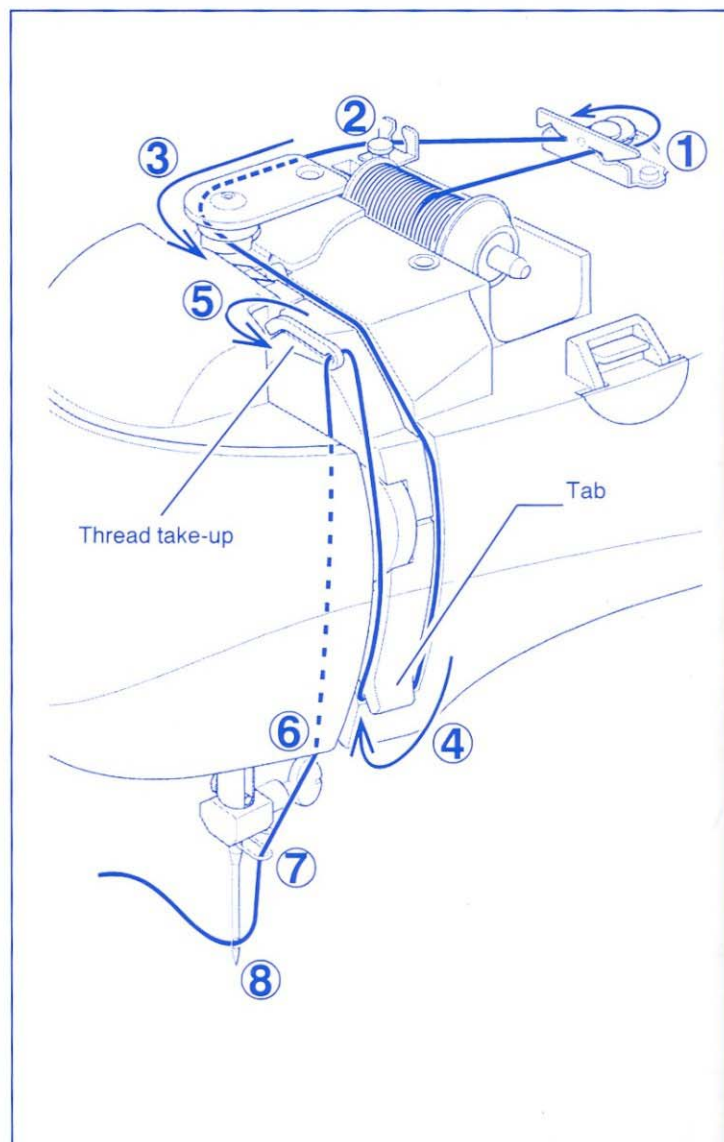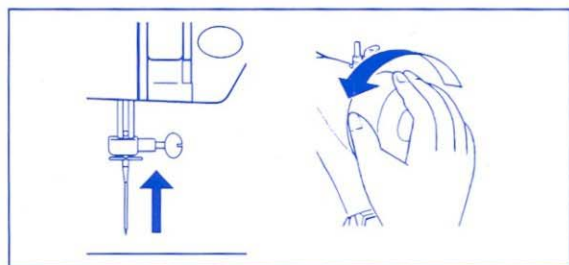
3. Thread the machine in the following order as illustrated.
   * Guide the thread through thread guides (1), (2) and (3), and then pull it down along the groove.
   * Do a U-turn around the inside of the tab (4).
   * Pass the thread through the thread take-up (5) from right to left.
   * Insert the thread into the inside of the groove (6).
   * Guide the thread onto the thread guide (7).
   * Pass the thread through the eye of the needle (8) from front to back.

Raise the needle to its highest position by rotating the hand wheel towards you.

1. Pull down threader lever and hook thread to thread guide as illustrated. Continue to push the lever down until the hooked end passes through the needle eye.

2. Guide thread into hooked end and pull it upward.

3. Release the threader lever and thread simultaneously, and needle will be threaded automatically.

NOTE: For smooth threading it is recommended to set the machine at straight stitching (middle position) when using needle threader.
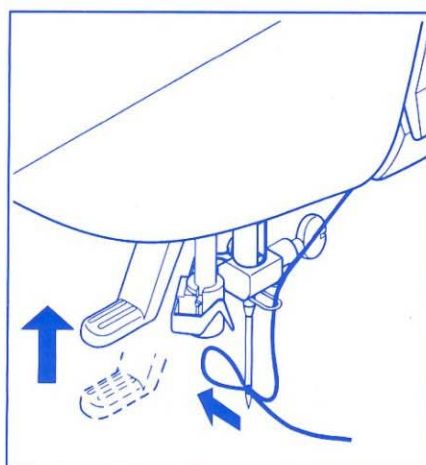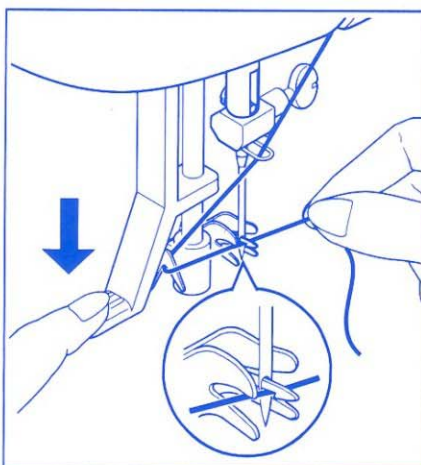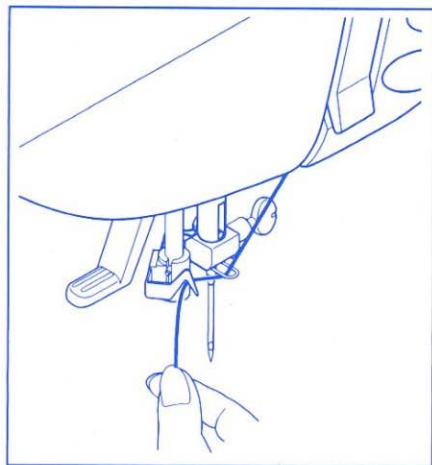
1. Raise the presser foot lifter.
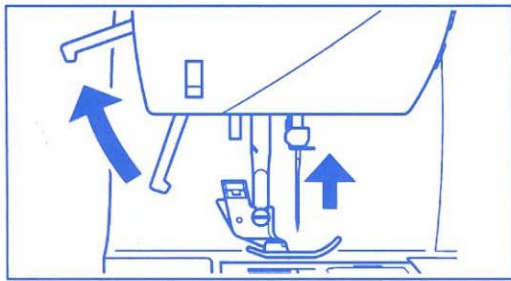
2. Holding needle thread loosely with your left hand, turn hand wheel toward you with your right hand first lowering the needle and continuing until the needle comes to its highest position.
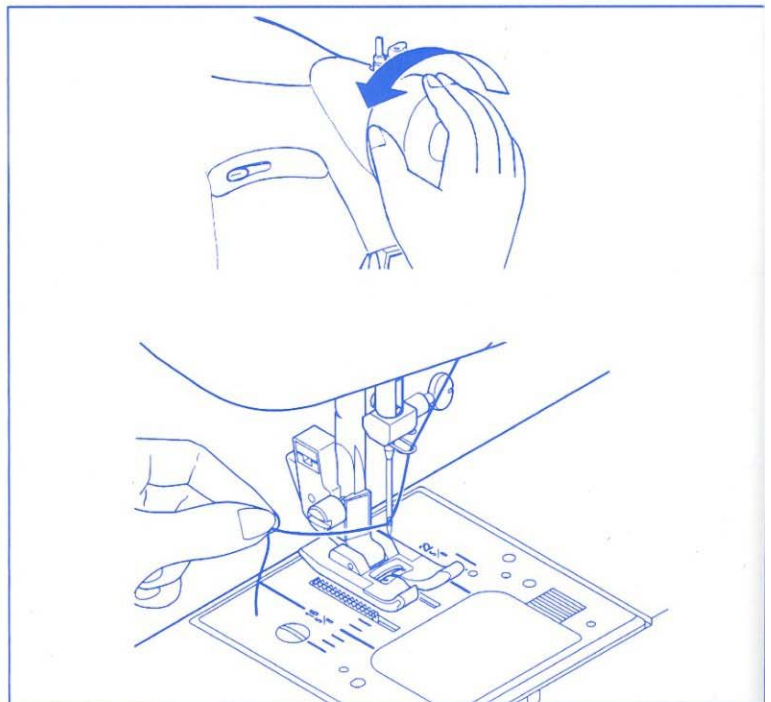
3. Lightly pull up the top thread, and pick up bobbin thread, which will appear through the needle plate slot.
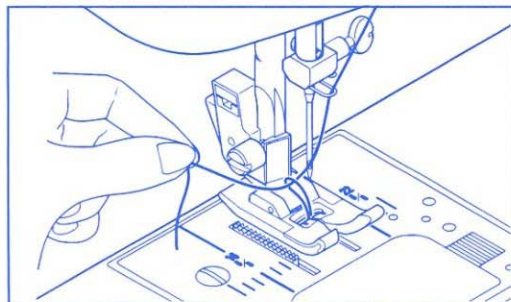
4. Pull both top and bobbin threads together toward the back of the machine under the presser foot, leaving about 6" (15 cm) clear.
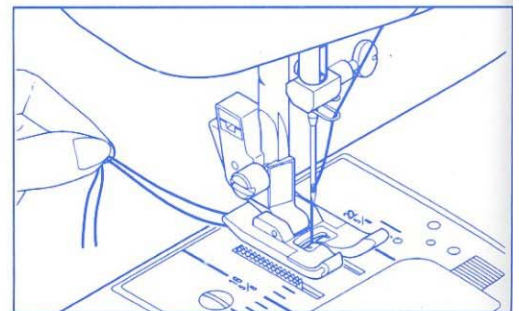
2. TESTING TO SEW

Test straight stitch function available without connecting the GAME BOY.

SETTINGS :Presser foot - Zigzag foot   Needle position: Center needle position
:Thread tension control - 3 - 5   Stitch length: 3 mm

1. Turn on the power for the sewing machine.
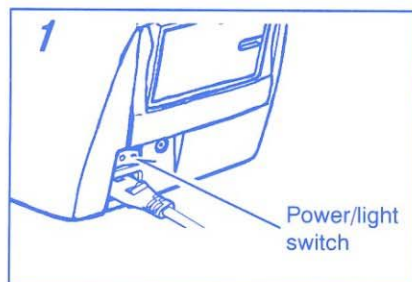
Power/light switch

2. Pull both threads under the presser foot toward the back of the machine, leaving about 6" (15cm) clear.

3. Place the fabric under the presser foot and lower the presser foot lever.

4. Turn the hand wheel toward you until the needle enters the fabric.
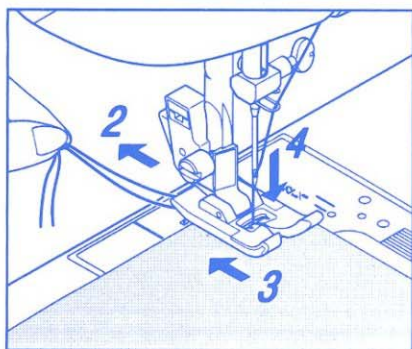
5. Start the machine.
Guide the fabric gently with your hand.

6. When reaching the edge of the material, stop the sewing machine.

REVERSE STITCH SWITCH

It is a good idea to begin and end seams with 3 to 5 reverse stitches to reinforce the seams in order to prevent unraveling.
As long as you are pushing down this switch while sewing, the machine will continue to feed the fabric backwards.

Reverse stitch switch

7. First turn the handwheel toward you until the needle is at its highest position, then raise the presser foot, draw materials to the rear and cut off excess thread with the thread cutter located on the bottom of face cover as shown.

15
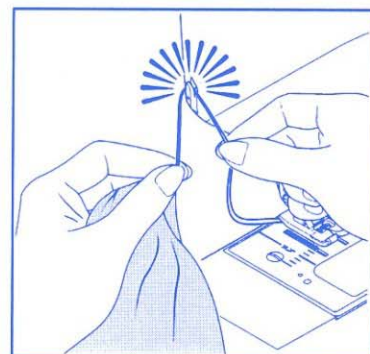
Connect the GAME BOY to use sewing machine for sewing.

CONNECTING THE GAME BOY

1. CHECK THE GAME BOY
Check that the batteries, the optional battery pack or the optional AC adapter is installed correctly. (Refer to the Operating Instructions for the GAME BOY for details.)
Compatible models:
GAME BOY Pocket, GAME BOY Color

* NOTE ON TRANSFERRING DATA FROM THE GAME BOY
Transferring data from the GAME BOY to the sewing machine can be carried out with GAME BOY POCKET and GAME BOY COLOR only.
Super Game Boy and the larger Game Boy which was first released cannot be used.

2. INSERT THE SOFTWARE
Insert the software into the slot at the rear of the GAME BOY in the direction of the arrow until it clicks into place.
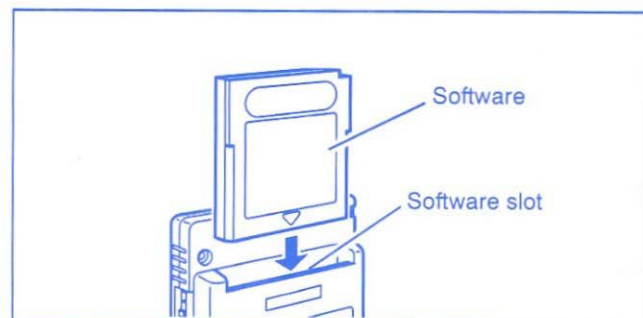
3. TURN ON THE POWER SWITCH
When the power switch is at the ON position, the power indicator will illuminate.
NOTE: Remember to turn off the GAME BOY when you are not using the machine.
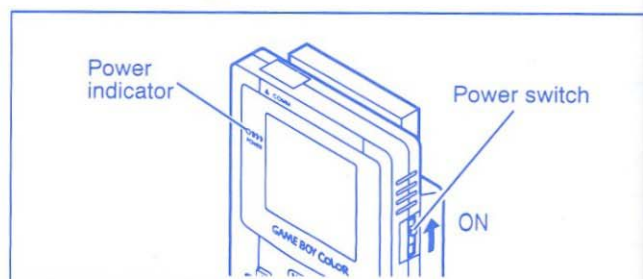
TURNING OFF THE GAME BOY
Turn the power switch to the OFF position.
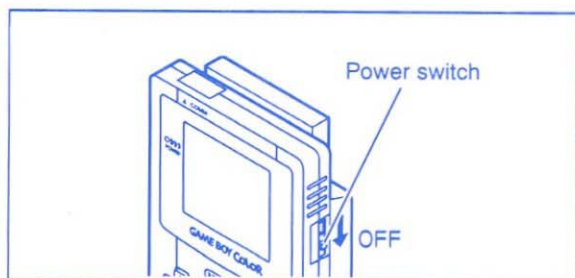
REMOVING THE SOFTWARE
Push the Software up with your thumb as shown in the illustration to remove the Software.
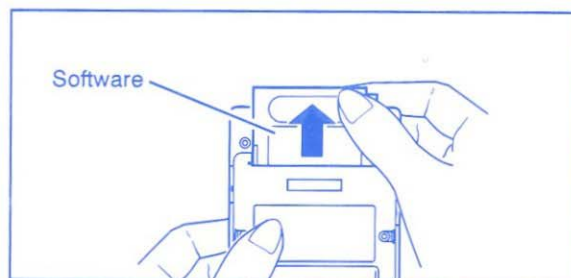
OPERATION OF GAME BOY

Basic operation is to select with Control Pad, decide with A Button and cancel with B Button.

Volume control
you can adjust the volume.

GAME BOY COLOR

Nintendo

A Button
Push after desired item is selected.

B Button
Use to return to previous screen or cancel selected item.

SELECT START

Control Pad
Move the cursor to select menu, stitch patterns, length, width etc.

▲ For upward shift of cursor

▼ For downward shift of cursor

▶ For rightward shift of cursor

◀ For leftward shift of cursor

START Button
Push to activate sewing program.

CONNECTING THE SEWING MACHINE AND THE GAME BOY

* Take the link cable out of the sewing machine's storage compartment, and connect it to the GAME BOY.

Link cable (only for use with GAME BOY)
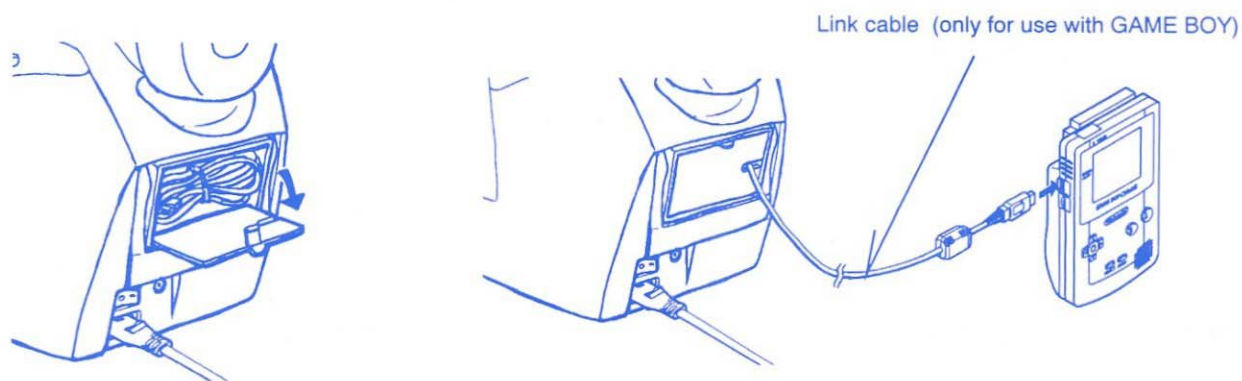
NOTE: Do not pull the link cable with excessive force, otherwise it may pull out or become damaged.

17

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

1. Turn on the power for the sewing machine.
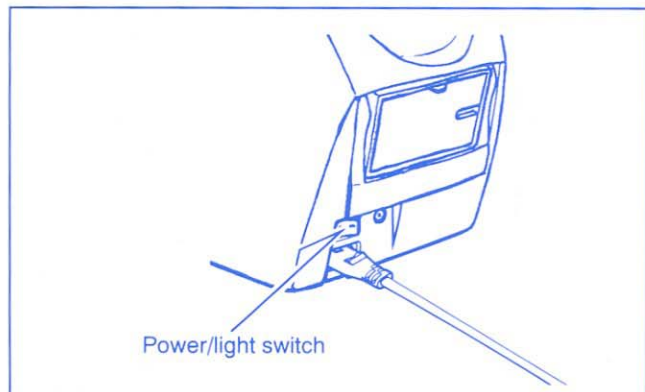
Power/light switch

2. Pull both threads under the presser foot toward the back of the machine, leaving about 6" (15cm) clear.

3. Place the fabric under the presser foot and lower the presser foot lifter.
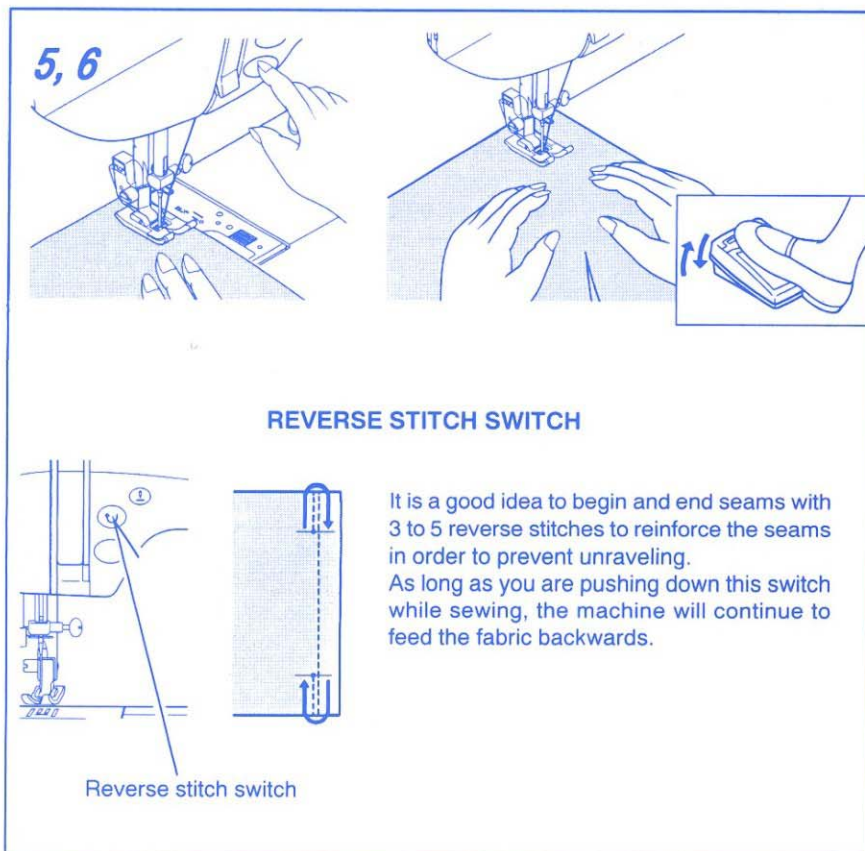
4. Turn the hand wheel toward you until the needle enters the fabric.

2 **4** **3**
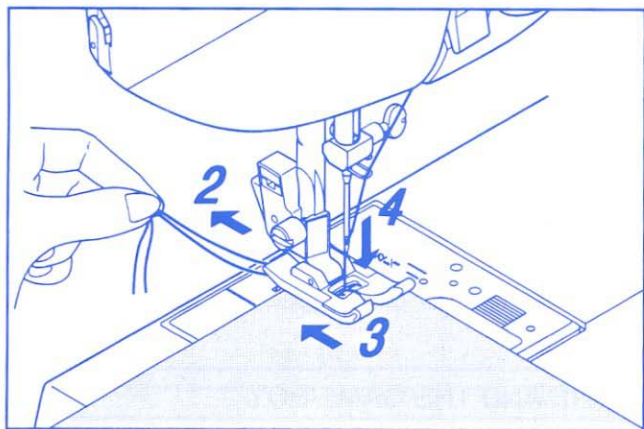
5. Turn on the Power switch after making sure the Software is inserted firmly.

GAME BOY COLOR

Power switch

6. Start the GAME BOY.

6 - 1
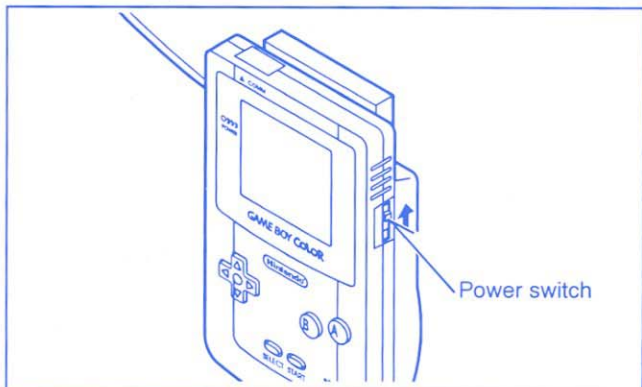
PUSH START
© 2000 JAGUAR
© 2000 NATSUME
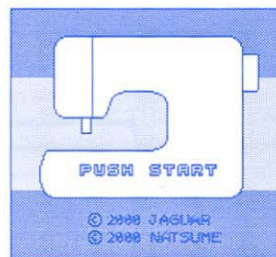
The music will play, and then "PUSH START" will flash on the screen.

Push the START Button or A Button to activate sewing program.

SELECT STA

6 - 2

LANGUAGE

▶ ENGLISH

FRANÇAIS

ESPAÑOL

Push the Control Pad until cursor is shifted to desired language and push the A Button to select it.

Push the A Button

B A

6 - 3

MENU

▶ PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
COLORS

The menu screen will be displayed automatically.

Push the A Button

B A

6 - 4

PATTERNS

▶ SINGLE PATTERN

COMBINATIONS

Push the A Button

B A

6 - 5

SINGLE PATTERNS
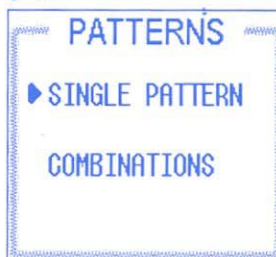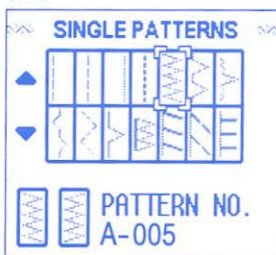
PATTERN NO.
A-005

Push the (▶) Control Pad to move the cursor to display pattern A-005.

Push the A Button

B A

18

6 - 6

SINGLE PATTERNS
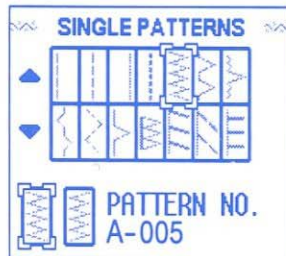
PATTERN NO.
A-005

Push the A Button

(You can then push the (▶) Control Pad to select a mirror image of pattern.
Some symmetrical patterns do not change when mirror image is selected.)

6 - 7
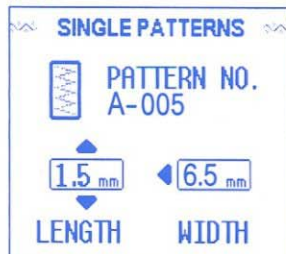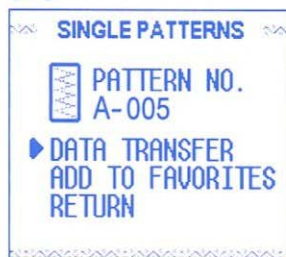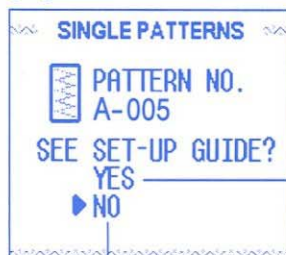
SINGLE PATTERNS

PATTERN NO.
A-005

1.5 mm   6.5 mm
LENGTH   WIDTH

Push the A Button

6 - 8

SINGLE PATTERNS

PATTERN NO.
A-005

▶ DATA TRANSFER
ADD TO FAVORITES
RETURN

Push the A Button

6 - 9

SINGLE PATTERNS

PATTERN NO.
A-005

SEE SET-UP GUIDE?
YES
▶ NO

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".
Push the A Button

If you do not wish to view the set-up guide screen.
Push the A Button

DATA TRANSFERRED.

6 - 10

01

CONNECT POWER PLUG

SEE SETTING UP THE MACHINE IN MANUAL

Push the A Button

"SET-UP GUIDE SCREEN", see page 21.

6 - 11

09

READY TO SEW

Push the A Button

DATA TRANSFERRED.

6 - 12

SINGLE PATTERNS

PATTERN NO.
A-005
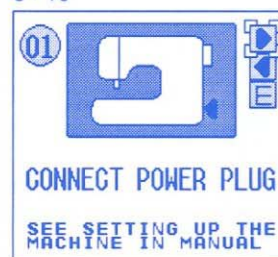
TRANSFERRED
START
SEWING MACHINE
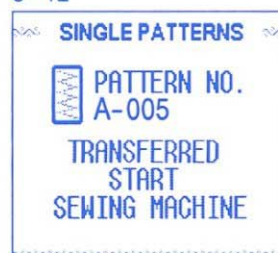
This completes the preparations required before starting the machine.

19

7. Start the machine.
   Guide the fabric gently with your hand.


```
MACHINE
IN OPERATION
```
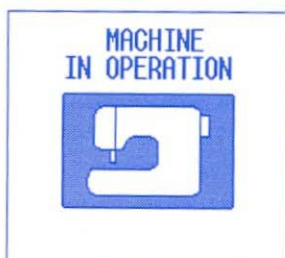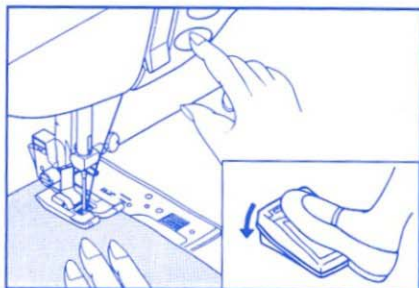

8. When reaching the edge of the material, stop the machine.

```
RE-START TO CONTINUE
SEWING

   [▒] PATTERN NO.
   [≡]  A-005

▶MODIFY
  ADD TO FAVORITES
  RETURN          [E]
```

At this point, push the (▼) Control Pad to select [E].

Push the A Button

↓

```
×××××  MENU  ×××××

▶PATTERNS
 BUTTONHOLES
 LETTERS
 FAVORITES
 CUSTOM
 COLORS
```

The menu selection screen will be displayed again. This completes the test sewing.

Error message during setting-up


```
CHECK FLASHING
AREA AND START
SEWING MACHINE
```

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 6-12 (page 19) will be displayed.
4. Start the machine.
* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

9. First turn the handwheel toward you until the needle is at its highest position, then raise the presser foot, draw material to the rear and cut off excess thread with the thread cutter located on the bottom of face cover as shown.

01 CONNECT POWER PLUG
SEE SETTING UP THE MACHINE IN MANUAL

02 CONNECT GAME BOY
SEE CONNECTION OF GAME BOY IN MANUAL
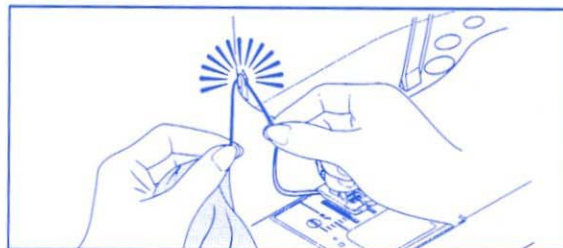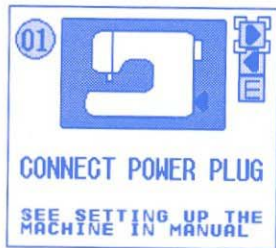
Screen operations: Use the Control Pad (▲ , ▼) to move the cursor.

Advance to the next screen.

Return to the previous screen.

End.

03 TURN ON POWER SWITCH
SEE SETTING UP THE MACHINE IN MANUAL

04 SET THREAD SPOOL
SEE SETTING UP THE MACHINE IN MANUAL

05 THREAD BOBBIN THREAD
SEE THREADING BOBBIN IN MANUAL

06 THREAD TOP THREAD
SEE THREADING TOP THREAD IN MANUAL

07 PICK UP BOBBIN THREAD
SEE PICKING UP THREAD IN MANUAL

08 PLACE FABRIC UNDER PRESSER FOOT
SEE TEST SEWING IN MANUAL

08 FIT BUTTONHOLE FOOT
SEE BUTTONHOLE SEWING IN MANUAL

Above screen appears when buttonholing

09 READY TO SEW

SAFETY DEVICE

* This sewing machine is equipped with a safety device which senses if the thread gets tangled up with the hook during sewing, and automatically interrupts the flow of current within 3 seconds to stop the motor from operating when such a problem occurs.

* If this safety device has operated, turn off the power for the sewing machine and eliminate the cause of the problem that caused the sewing machine to stop.

* Then, turn the hand wheel toward you to check that the sewing machine works normally again, and then re-start the machine.

Error message when the foot controller is connected

CHECK FLASHING AREA

Push the A Button

B A

→

⚠ FOOT CONTROL CONNECTED

This message will be displayed if you push the start/stop switch when the foot controller is connected.

Press the foot controller to start sewing.
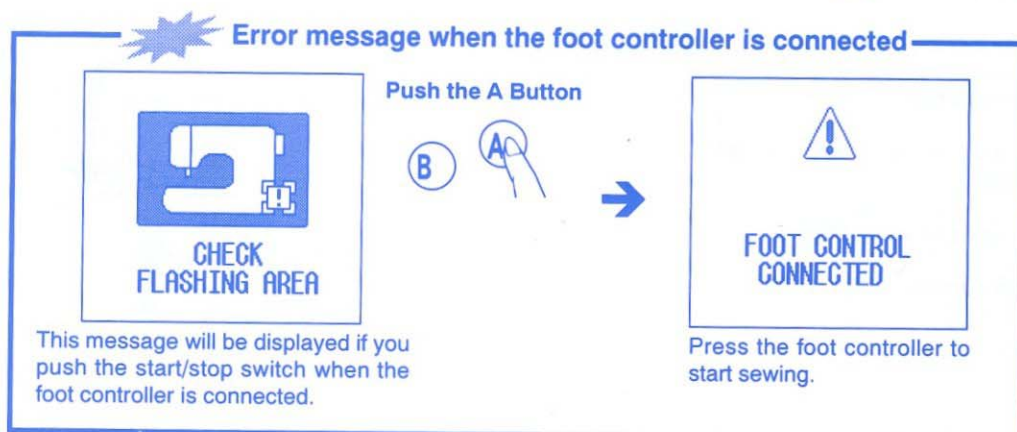
Your fabric will determine the choice of a needle and thread. The following table is a practical guide to needle and thread selection. Always refer to it before a new sewing project. And be sure to use the same size and type of thread in the bobbin as in the top thread supply.

FABRICS		THREAD	NEEDLES	
The fabrics below can be of any fiber: cotton, linen, silk, wool, synthetic, rayon, blends. They are listed as examples of weight.			TYPE	SIZE
Light-Weight	Batiste Chiffon Crepe	Cotton-wrapped Polyester 100% Polyester * Mercerized Size 60	2020 red shank	11/80 orange band
Medium-Weight	Corduroy Flannel Gabardine Gingham Linen Muslin Wool Crepe	Cotton-wrapped Polyester 100% Polyester * Mercerized Size 50 Nylon	2020 red shank	14/90 blue band
Medium-Heavy	Bonded Wovens Canvas Coating Denim Duck Sailcloth	Cotton-wrapped Polyester 100% Polyester * Mercerized Size 40 * "Heavy Duty"	2020 red shank 2020	16/100 purple band 18/110
Knits	Bonded Knits Double Knit Jersey Tricot	Cotton-wrapped Polyester Polyester Nylon	Ball-Point 2045 (With yellow band) Size 11/80,14/90, 16/100	

* Do not use on stretch fabrics.
* For best sewing results, always use a Singer Branded Needle.

⚠ Always disconnect the machine from power supply by removing the plug from the wall-outlet.

Changing the needle

1. Raise the needle bar to its highest position by turning the hand wheel toward you.

2. Loosen the needle clamp screw by turning it toward you.

3. Remove the needle by pulling it downward.

4. Insert the new needle into the needle clamp with the <u>flat side toward the back.</u>

5. Push the needle up as far as it can go.

6. Tighten the needle clamp screw firmly with the screw driver.

Flat side

Needle

Pin

Flat side toward the back
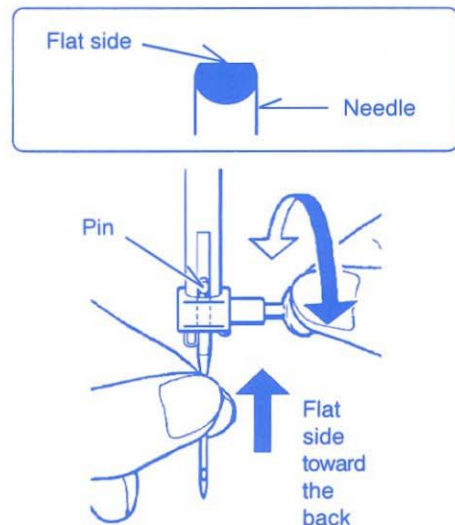
ADJUSTING TOP THREAD TENSION

Under side

Well balanced

Top side
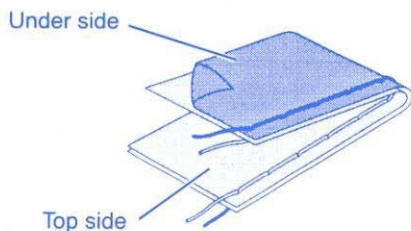
Straight stitching, the good looking appearance of your stitching is largely determined by the balanced tension of both top and bobbin threads. The tension is well balanced when these two threads 'lock' in the middle of layers of fabric you are sewing.
If, when you start to sew, you find that the stitching is irregular, you will need to adjust the tension control.

Make any adjustments with presser foot 'down'.
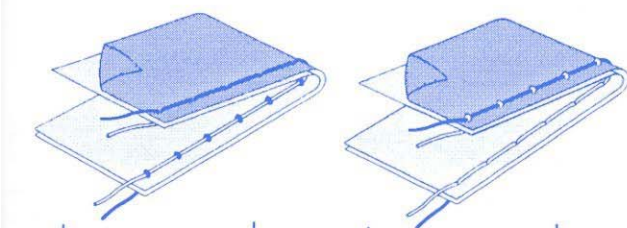
Top stitch too tight

Top stitch too loose

6
5
4

6
5
4

Decrease tension

Increase tension
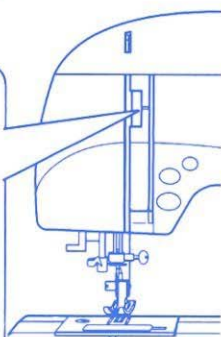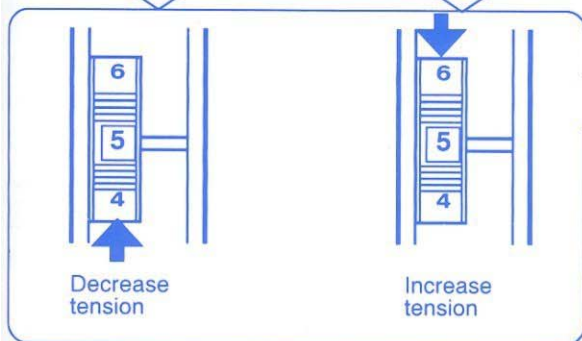
* Some commercially-available sewing machine threads are wound onto heavy spools.
When using spools such as this, the thread tension will tend to become tighter, so you may need to loosen the thread tension.

CHANGING PRESSER FOOT

Be sure needle is in the up position. Raise presser foot lifter.

1. Push presser foot release button to remove the foot.

2. Place the desired foot on the needle plate aligning the presser foot pin with the foot holder.

3. Lower the presser foot lifter so that the foot holder snaps on the foot.

3

presser foot lifter

1

2

presser foot pin

Foot release button

Foot holder

23
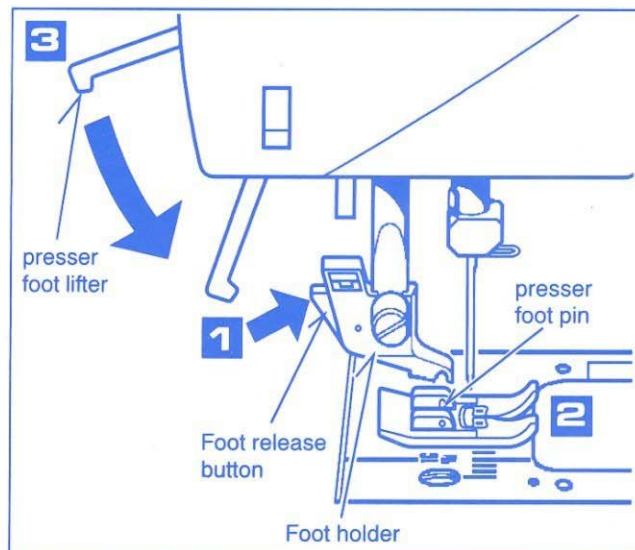
```
  ×××××× MENU ××××××
  ▶ PATTERNS
    BUTTONHOLES
    LETTERS
    FAVORITES
    CUSTOM
    COLORS
```

▶ PATTERNS

This lets you select the pattern to be sewn from the 84 single patterns or combination patterns available.
1. Refer to "SINGLE PATTERN" (pages 26 - 28).
2. With combination sewing, you can select and combine up to three different patterns. Refer to "COMBINATIONS" (pages 29 - 31) for details.

▶ BUTTONHOLES

This lets you select the type and the width of the buttonhole. (Refer to pages 32 - 33.)

▶ LETTERS

This lets you select the characters to be sewn. (Refer to pages 34 - 37.)
The character size is fixed (about 6.5 mm).
Up to a maximum of 10 characters can be combined at one time.

▶ FAVORITES

This lets you retrieve any patterns, characters or custom design which have been added to your favorites. (Refer to pages 38 - 41.)

▶ CUSTOM

This lets you create custom design. (Refer to pages 42 - 45.)
The maximum size for patterns drawn is about 6.5 mm in both width and height.

▶ COLORS

This lets you set the thread color and the fabric color on the screen. (Refer to page 46.)
This function is effective with GAME BOY COLOR only.
This option is not displayed when using the GAME BOY POCKET and GAME BOY LIGHT.

"PATTERN SCREENS" (84 patterns in 6 screens)

MENU
▶ PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
COLORS

↓

PATTERNS
▶ SINGLE PATTERN

COMBINATIONS

↓
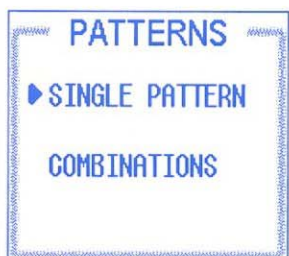
Use the Control Pad to select patterns from the 84 types displayed.

(Screen 1)

(Screen 2)

(Screen 3)

(Screen 4)

(Screen 5)

(Screen 6)

25

SINGLE PATTERN

1

MENU
▶ PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
COLORS

Push the A Button

Ⓑ Ⓐ

↓

2

PATTERNS
▶ SINGLE PATTERN

COMBINATIONS

Push the A Button

Ⓑ Ⓐ

Refer to "COMBINATIONS" (pages 29 - 31) for details.

↓

3

SINGLE PATTERNS

PATTERN NO.
A-001

Use the Control Pad to select patterns from the 84 types displayed.
Push the A Button

Ⓑ Ⓐ

↓

4

SINGLE PATTERNS

PATTERN NO.
A-001

Use the (▶) Control Pad to select the mirror image of pattern.
Select either pattern, and then,
Push the A Button

Ⓑ Ⓐ

↓

5

SINGLE PATTERNS

PATTERN NO.
A-001

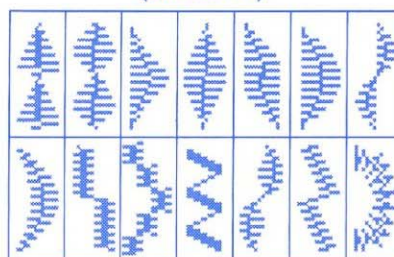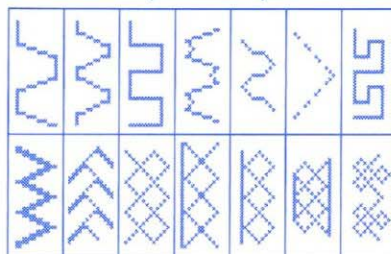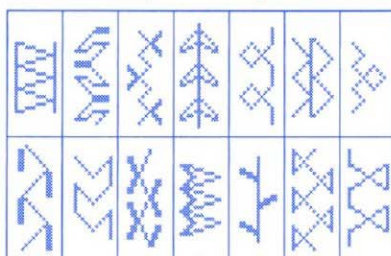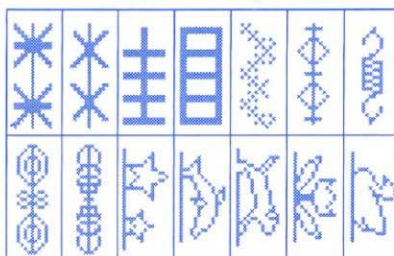2.5 mm   -- mm
LENGTH   WIDTH

Use the Control Pad to select the stitch length and the stitch width.

(The stitch length can be set to between 0.3 mm and 5 mm, and the stitch width can be set to between 1.5 mm and 6.5 mm. If there is no ▲ displayed next to the stitch length or stitch width, then that value cannot be selected.)
Push the A Button

Ⓑ Ⓐ

26

6

SINGLE PATTERNS

PATTERN NO.
A-001

▶ DATA TRANSFER
ADD TO FAVORITES
RETURN

Push the A Button

Ⓑ Ⓐ

Use the (▼) Control Pad to add the stitch pattern to your favorites (refer to page 28), or to return to the previous screen.

↓

7A

SINGLE PATTERNS

PATTERN NO.
A-001

SEE SET-UP GUIDE?
YES
▶ NO

If you do not wish to view the set-up guide screen.
Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED. →

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".
Push the A Button

Ⓑ Ⓐ

↓

7B - 1

01

CONNECT POWER PLUG

SEE SETTING UP THE MACHINE IN MANUAL

Push the A Button

Ⓑ Ⓐ

"SET-UP GUIDE SCREEN", see page 21.

↓

7B - 2

09

READY TO SEW

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

↓

8

SINGLE PATTERNS

PATTERN NO.
A-001

TRANSFERRED
START
SEWING MACHINE

Start the machine.

9

```
MACHINE
IN OPERATION
```

At the desired location, stop the machine.

10

```
RE-START TO CONTINUE
SEWING
   ☐ PATTERN NO.
       A-001
 ▶MODIFY
   ADD TO FAVORITES
   RETURN              E
```

Push A Button to return to screen 5. (page 26).

"ADD TO FAVORITES", see page 28.

Push the (▼) Control Pad to select "E". This ends the sewing and returns you to the MENU screen.

Push the A Button

Push A Button to return to screen 3 (page 26).

Ⓑ Ⓐ

✳ **Error message during setting-up**

```
CHECK FLASHING
AREA AND START
SEWING MACHINE
```

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.
1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 8 (page 26) will be displayed.
4. Start the machine.
 * The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

▨▨ ADD TO FAVORITES (Saving) Single patterns can be saved into files No. 01 to No. 10.
Saving favorite patterns allows a quick method of returning to most used patterns.

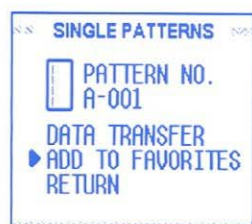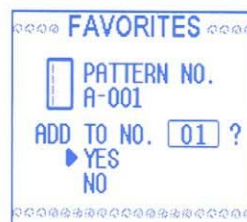"SINGLE PATTERN"
Screen 10 (page 27)

```
RE-START TO CONTINUE
SEWING
  ▯ PATTERN NO.
       A-001
 ▶MODIFY
  ADD TO FAVORITES
  RETURN              Ⓔ
```

"SINGLE PATTERN"
Screen 6 (page 26)

```
~~ SINGLE PATTERNS ~~
  ▯ PATTERN NO.
       A-001
 ▶DATA TRANSFER
  ADD TO FAVORITES
  RETURN
```

3

Display when saving
first pattern

```
◇◇◇◇ FAVORITES ◇◇◇◇
  ▯ PATTERN NO.
       A-001
 ADD TO NO. [01] ?
  ▶YES
   NO
```

Display when a pattern
has already been saved

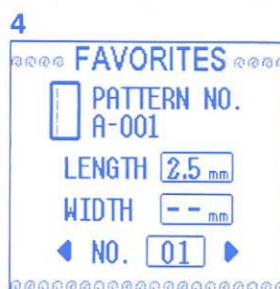NOTE: Previously
saved data will be lost
when saving over data.

```
◇◇◇◇ FAVORITES ◇◇◇◇
  ▯ PATTERN NO.
       A-001
 SAVE IN NO. [01] ?
  ▶YES
   NO
```

1

```
RE-START TO CONTINUE
SEWING
  ▯ PATTERN NO.
       A-001
  MODIFY
 ▶ADD TO FAVORITES
  RETURN              Ⓔ
```

```
~~ SINGLE PATTERNS ~~
  ▯ PATTERN NO.
       A-001
  DATA TRANSFER
 ▶ADD TO FAVORITES
  RETURN
```

Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button

Ⓑ Ⓐ

Push the A Button

Ⓑ Ⓐ

Use the (▼) Control
Pad to select "NO" to
return to the previous
screen.

4

```
◇◇◇◇ FAVORITES ◇◇◇◇
  ▯ PATTERN NO.
       A-001
  LENGTH [2.5 mm]
  WIDTH  [-- mm]
 ◀ NO. [01] ▶
```

This completes the saving of a
favorite pattern.

Push the B Button

Ⓑ Ⓐ

2

```
◇◇◇◇ FAVORITES ◇◇◇◇
  ▯

  LENGTH [-- mm]
  WIDTH  [-- mm]
 ◀ NO. [01] ▶
```
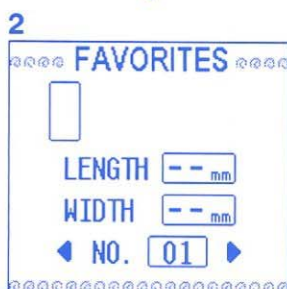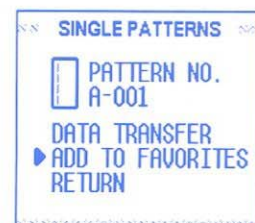
Recorded pattern No. 01 will be
displayed.
Push the (▶) and (◀) Control Pad
to display the number for saving the
pattern.

Push the A Button

Ⓑ Ⓐ

5

```
RE-START TO CONTINUE
SEWING
  ▯ PATTERN NO.
       A-001
  MODIFY
 ▶ADD TO FAVORITES
  RETURN              Ⓔ
```

```
~~ SINGLE PATTERNS ~~
  ▯ PATTERN NO.
       A-001
  DATA TRANSFER
 ▶ADD TO FAVORITES
  RETURN
```

Screen 1 will be displayed.
Return to "SINGLE PATTERN" Screen 6, 10 (page 26, 27)
to continue sewing.

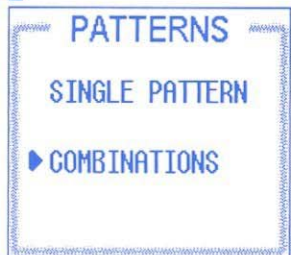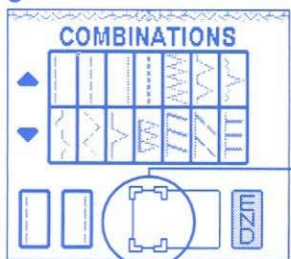## COMBINATIONS   You can combine up to three patterns.

1

MENU

▶ PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
COLORS

Push the A Button

Ⓑ Ⓐ

2

PATTERNS

SINGLE PATTERN

▶ COMBINATIONS

Use the (▼) Control Pad to select "COMBINATIONS".

Push the A Button

Ⓑ Ⓐ

3

COMBINATIONS

Use the Control Pad to select the positions for each sewing pattern.

Push the A Button

Ⓑ Ⓐ

4

COMBINATIONS
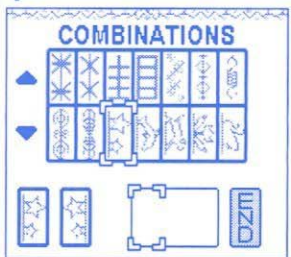
Use the Control Pad to select patterns from the 84 types available.

Push the A Button
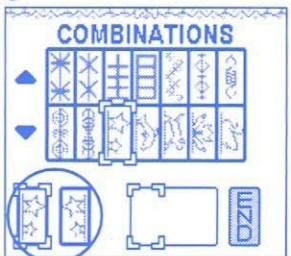
Ⓑ Ⓐ

5

COMBINATIONS

Push the A Button

Ⓑ Ⓐ

Use the (▶) Control Pad to select the mirror image of pattern.

6
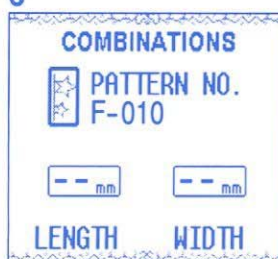
COMBINATIONS

PATTERN NO.
F-010

– – mm   – – mm

LENGTH   WIDTH

Use the Control Pad to select the stitch length and the stitch width.

(The stitch length can be set to between 0.3 mm and 5 mm, and the stitch width can be set to between 1.5 mm and 6.5 mm. If there is no ▲ displayed next to the stitch length or stitch width, that value cannot be selected.)
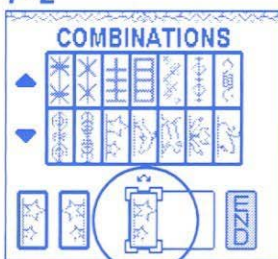
Push the A Button

Ⓑ Ⓐ

7 -1

COMBINATIONS
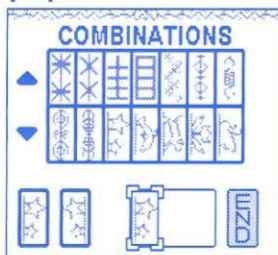
The sewing pattern will be placed into the first pattern position.
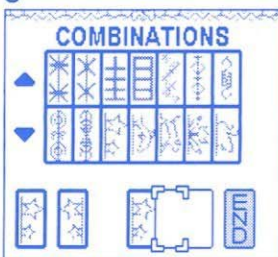
7 -2

COMBINATIONS

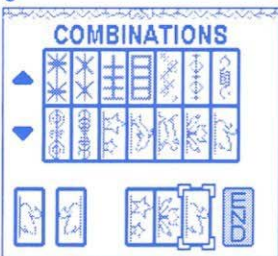If you selected a mirror image of pattern, a symbol will be displayed above the pattern.

8

COMBINATIONS

Use the (▶) and/or (◀) Control Pad to select the position for the second pattern.
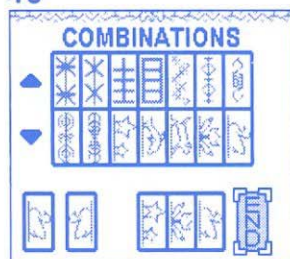
Push the A Button

Ⓑ Ⓐ

9

COMBINATIONS

Repeat this procedure referring to screens 4 to 8 until up to 3 patterns are memorized.
When you want to change one of the already memorized patterns, use the Control Pad to move the cursor to the pattern you would like to change or delete, and push the A Button to return to the previous screen. (NOTE: If the B Button is pushed instead of A, all the memories will be deleted.)

29

10

COMBINATIONS

Use the (▶) Control Pad to select "END".
Push the A Button

Ⓑ Ⓐ

11

COMBINATIONS

▶ DATA TRANSFER
ADD TO FAVORITES
RETURN

Push the A Button

Ⓑ Ⓐ

Use the (▼) Control Pad to add the stitch pattern to your favorites (refer to page 31), or to return to the previous screen.

12A

COMBINATIONS

SEE SET-UP GUIDE?
—YES
▶ NO

If you do not wish to view the set-up guide screen.
Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".
Push the A Button

Ⓑ Ⓐ

12B - 1

01

CONNECT POWER PLUG
SEE SETTING UP THE
MACHINE IN MANUAL

Push the A Button

Ⓑ Ⓐ

"SET-UP GUIDE SCREEN", see page 21.

12B - 2

09

READY TO SEW

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

13
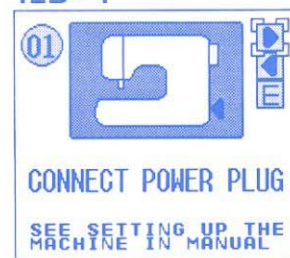
COMBINATIONS

TRANSFERRED
START
SEWING MACHINE

Start the machine.

COMBINATION sewing sample

14
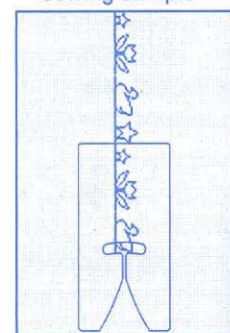
MACHINE
IN OPERATION
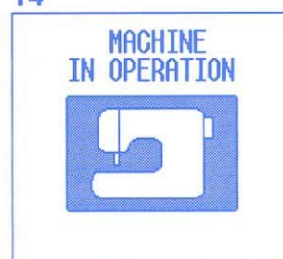
At the desired location, stop the sewing machine.

15

RE-START TO CONTINUE
SEWING

▶ MODIFY
ADD TO FAVORITES
RETURN E
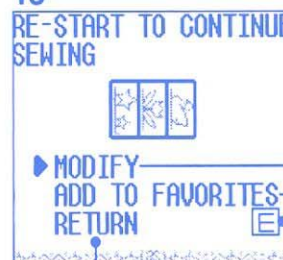
Push A Button to change the size of each pattern.

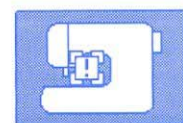"ADD TO FAVORITES", see page 31.

Push the (▼) Control Pad to select "E". (end sewing)
Push the A Button

Ⓑ Ⓐ

Push A Button to return to screen 3 (page 29).

✳ **Error message during setting-up**

CHECK FLASHING
AREA AND START
SEWING MACHINE

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.
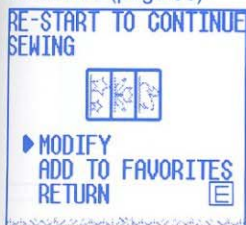1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 13 will be displayed.
4. Start the machine.
* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

30

■ ADD TO FAVORITES (Saving) Combination patterns can be saved into files No. 01 to No. 04.

"COMBINATIONS"
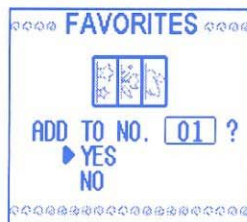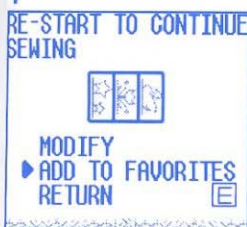Screen 15 (page 30)

```
RE-START TO CONTINUE
SEWING
       [image]
▶MODIFY
 ADD TO FAVORITES
 RETURN          [E]
```

"COMBINATIONS"
Screen 11 (page 30)

```
    COMBINATIONS
       [image]
▶DATA TRANSFER
 ADD TO FAVORITES
 RETURN
```

3
Display when saving
first pattern

```
◎◎◎◎ FAVORITES ◎◎◎◎
       [image]
ADD TO NO. [01] ?
 ▶YES
  NO
```

Display when a pattern
has already been saved

NOTE: Previously
saved data will be lost
when saving over data.

```
◎◎◎◎ FAVORITES ◎◎◎◎
       [image]
SAVE IN NO. [01] ?
 ▶YES
  NO
```

↓

1

```
RE-START TO CONTINUE
SEWING
       [image]
 MODIFY
▶ADD TO FAVORITES
 RETURN          [E]
```

```
    COMBINATIONS
       [image]
 DATA TRANSFER
▶ADD TO FAVORITES
 RETURN
```

Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button

Ⓑ Ⓐ

↓

Push the A Button

Ⓑ Ⓐ

↓

Use the (▼) Control
Pad to select "NO" to
return to the previous
screen.

4

```
◎◎◎◎ FAVORITES ◎◎◎◎
       [image]
 ◀ NO. [01] ▶
```

This completes the saving of a
pattern.

Push the B Button

Ⓑ Ⓐ

2

```
◎◎◎◎ FAVORITES ◎◎◎◎
       [image]
 ◀ NO. [01] ▶
```

Saved pattern No. 01 will be
displayed.
Push the (▶) and (◀) Control Pad
to display the number for saving the
pattern.

Push the A Button

Ⓑ Ⓐ

↓

↓

5

```
RE-START TO CONTINUE
SEWING
       [image]
 MODIFY
▶ADD TO FAVORITES
 RETURN          [E]
```

```
    COMBINATIONS
       [image]
 DATA TRANSFER
▶ADD TO FAVORITES
 RETURN
```
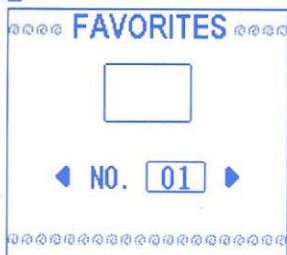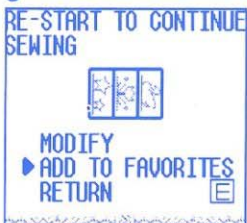
Screen 1 will be displayed.
Return to "COMBINATIONS" Screen 11, 15 (page 30) to
continue sewing.

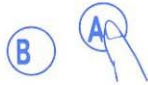▨ Buttonhole foot needs to be attached, and buttonhole lever needs to be lowered before starting the machine. (Refer to page 62 - 64)

1

```
××××× MENU ×××××

   PATTERNS
 ▶ BUTTONHOLES
   LETTERS
   FAVORITES
   CUSTOM
   COLORS
```
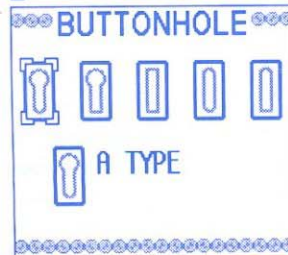
Use the (▼) Control Pad to select "BUTTONHOLES".

Push the A Button

Ⓑ Ⓐ

2

```
◎◎◎ BUTTONHOLE ◎◎◎

 [🔲] [🔲] [🔲] [🔲] [🔲]

   [🔲] A TYPE
```

Use the (▶) and/or (◀) Control Pad to select the type of buttonhole.

Push the A Button

Ⓑ Ⓐ

3

```
◎◎◎ BUTTONHOLE ◎◎◎

   [🔲] A TYPE

        ▲
  [0.5 mm] ◀ [ WIDE ]

  DENSITY WIDTH
```
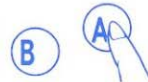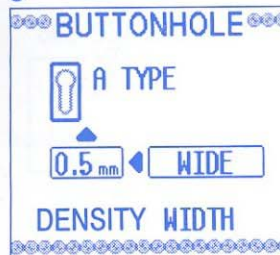
Use the Control Pad to select the stitch density and the cutting width.

(The stitch density can be set to one of three densities: 0.5 mm, 0.8 mm, and 1.0 mm.
The cutting width can be set to one of two widths: Wide and narrow.)

Push the A Button

Ⓑ Ⓐ

4

```
◎◎◎ BUTTONHOLE ◎◎◎

   [🔲] A TYPE

 ▶ DATA TRANSFER
   RETURN
```
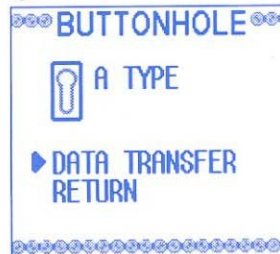
Push the A Button

Ⓑ Ⓐ

You can use the (▼) Control Pad to return to the previous screen.

5A

```
◎◎◎ BUTTONHOLE ◎◎◎

   [🔲] A TYPE

  SEE SET-UP GUIDE?
        YES
    ▶ NO
```

If you do not wish to view the set-up guide screen.

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

└ If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button

Ⓑ Ⓐ

5B - 1

```
(01)  [machine icon]

CONNECT POWER PLUG
SEE SETTING UP THE
MACHINE IN MANUAL
```

Push the A Button

Ⓑ Ⓐ

"SET-UP GUIDE SCREEN", see page 21.

5B - 2

```
(09)  [machine icon]

  READY TO SEW
```

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

6

```
◎◎◎ BUTTONHOLE ◎◎◎

   [🔲] A TYPE

   TRANSFERRED
     START
  SEWING MACHINE
```
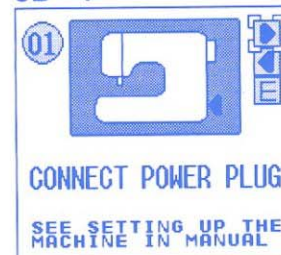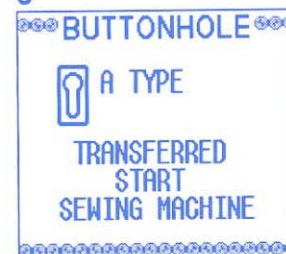
Start the machine.

7

```
MACHINE
IN OPERATION
```
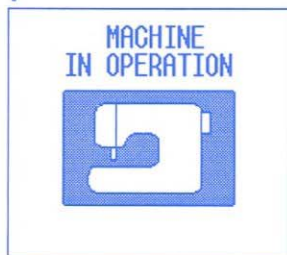
When buttonhole sewing is completed, the sewing machine will stop automatically.

8

```
RE-START TO CONTINUE
SEWING
    A TYPE
▶MODIFY
 RETURN
                    E
```
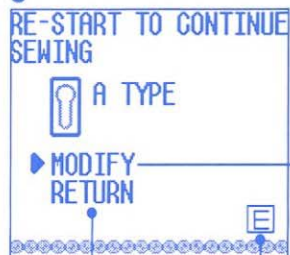
Push A Button to return to screen 3. (page 32).

Push A Button to return to screen 2 (page 32).

Push the (▼) Control Pad to select "E". (end sewing)

Push the A Button

☀ **Error message during setting-up**

```
CHECK FLASHING
AREA AND START
SEWING MACHINE
```

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.
1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 6 (page 32) will be displayed.
4. Start the machine.
 *The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

When sewing letters, place a piece of stabilizer underneath the fabric.
Once sewing is completed, remove the stabilizer.

1

MENU

PATTERNS
BUTTONHOLES
▶LETTERS
FAVORITES
CUSTOM
COLORS

Use the (▼) Control Pad to select "LETTERS".

Push the A Button

Ⓑ Ⓐ

2

LETTERS

A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z

◀ ▶ E

Selected letters are shown.
Note: Up to 10 letters and/or spaces may be strung together.

Select letters by shifting cursor and push the A Button.

(If you would like to leave a space between letters, insert a blank letter.)

Change mode of letters.

3

LETTERS

A B C D E F G H I J
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z

◀ ▶ E

Push the (▼) and (▶) Control Pad to select "E". (ends stringing)

Push the A Button

Ⓑ Ⓐ

4

LETTERS

ADJUST
LETTER SPACING

A A

–   SPACE   +

Adjust spacing by pushing the Control Pad.

Push the A Button to complete setting.

Ⓑ Ⓐ

5

LETTERS

A B C D E F G H I J

▶DATA TRANSFER
ADD TO FAVORITES
RETURN

Push the A Button

Ⓑ Ⓐ

Use the (▼) Control Pad to add the stitch pattern to your favorites (Refer to page 37), or to return to the previous screen.
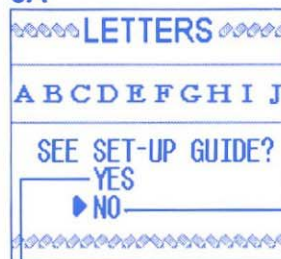
34

6A

LETTERS

A B C D E F G H I J

SEE SET-UP GUIDE?
— YES
▶ NO

If you do not wish to view the set-up guide screen.

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button

Ⓑ Ⓐ

6B - 1

⓪①

CONNECT POWER PLUG

SEE SETTING UP THE
MACHINE IN MANUAL

Push the A Button

Ⓑ Ⓐ

"SET-UP GUIDE SCREEN", see page 21.

6B - 2

⓪⑨

READY TO SEW

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

7

LETTERS

A B C D E F G H I J
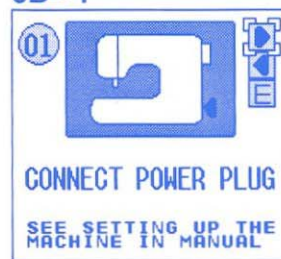
TRANSFERRED
START
SEWING MACHINE

Start the machine.

8

MACHINE
IN OPERATION

When Letters sewing is completed, the sewing machine will stop automatically.

LETTERS sewing sample

9

RE-START TO CONTINUE
SEWING

A B C D E F G H I J

▶MODIFY
ADD TO FAVORITES
RETURN   E
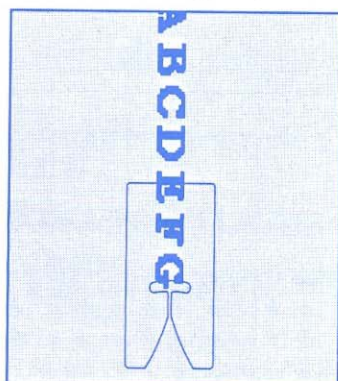
Push A Button to return to screen 4. (page 34).

"ADD TO FAVORITES", see page 37.

Push the (▼) Control Pad to select "E" to complete selection.
Push the A Button

B   A

Push A Button to return to screen 2 (page 34).

Note: When you have completed sewing the letter string, pull the threads at the start and end of the string to the backside and tie off threads to avoid raveling.

💥 **Error message during setting-up**

CHECK FLASHING
AREA AND START
SEWING MACHINE

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.
1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 7 (page 34) will be displayed.
4. Start the machine.
 * The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

■ AVAILABLE STYLES OF LETTERS

Selected letters are shown.

```
LETTERS
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z
```

Complete selection

Change mode of letters.


```
LETTERS
a b c d e f g h i j
k l m n o p q r s t
u v w x y z
```



```
LETTERS
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z
```



```
LETTERS
a b c d e f g h i j
k l m n o p q r s t
u v w x y z
```



```
LETTERS
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z
```



```
LETTERS
a b c d e f g h i j
k l m n o p q r s t
u v w x y z
```



```
LETTERS
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
0 1 2 3 4 5 6 7 8 9
& ? ! '   . , / × —
& ? ! '   . , / × —
```
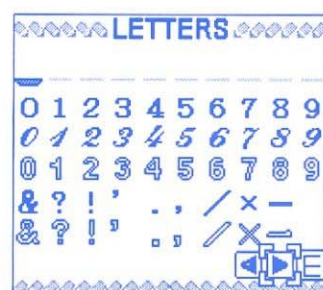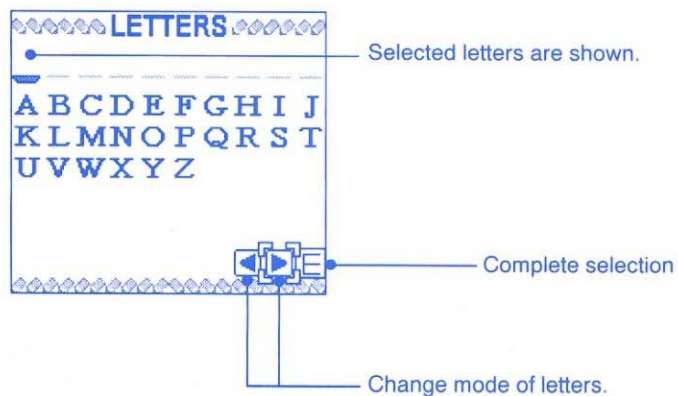
ADD TO FAVORITES (Saving) Letter Strings can be saved into files No. 01 to No. 05.

"LETTERS" Screen 9
(page 35)

```
RE-START TO CONTINUE
SEWING

A B C D E F G H I J

▶MODIFY
 ADD TO FAVORITES
 RETURN                E
```

"LETTERS" Screen 5
(page 34)

```
~~~~~ LETTERS ~~~~~

A B C D E F G H I J

▶DATA TRANSFER
 ADD TO FAVORITES
 RETURN
```

1

```
RE-START TO CONTINUE
SEWING

A B C D E F G H I J

 MODIFY
▶ADD TO FAVORITES
 RETURN                E
```

```
~~~~~ LETTERS ~~~~~

A B C D E F G H I J

 DATA TRANSFER
▶ADD TO FAVORITES
 RETURN
```

Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button

B A

2

```
~~~~ FAVORITES ~~~~
```

Push the (▼) and (▲) Control Pad to select the line for saving the letter string.

Push the A Button

B A

3

Display when saving first letter string

```
~~~~ FAVORITES ~~~~

A B C D E F G H I J

ADD TO NO.  [01] ?
▶YES
 NO
```

Display when a letter string has already been saved
NOTE: Previously saved data will be lost when saving over data.

```
~~~~ FAVORITES ~~~~

A B C D E F G H I J

SAVE IN NO.  [01] ?
▶YES
 NO
```

Push the A Button
A

B A

Use the (▼) Control Pad to select "NO" to return to the previous screen.

4

```
~~~~ FAVORITES ~~~~
A B C D E F G H I J
```

This completes the saving of a letter string.
Push the B Bbutton

B A

5

```
RE-START TO CONTINUE
SEWING

A B C D E F G H I J

 MODIFY
▶ADD TO FAVORITES
 RETURN                E
```

```
~~~~~ LETTERS ~~~~~

A B C D E F G H I J

 DATA TRANSFER
▶ADD TO FAVORITES
 RETURN
```

Screen 1 will be displayed.
Return to "LETTERS" Screen 5, 9 (page 34, 35) to continue sewing.

1 SINGLE PATTERN

1

MENU

PATTERNS
BUTTONHOLES
LETTERS
▶FAVORITES
CUSTOM
COLORS

Use the (▼) Control Pad to select "FAVORITES".

Push the A Button

Ⓑ Ⓐ

2

FAVORITES

▶PATTERNS
LETTERS
CUSTOM

Push the A Button
A

Ⓑ Ⓐ

3

FAVORITES

▶SINGLE PATTERN

COMBINATIONS

Push the A Button

Ⓑ Ⓐ

4

FAVORITES

▯ PATTERN NO.
A-001

LENGTH [2.5 mm]

WIDTH [-- mm]

◀ NO. [01] ▶

Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.

Push the A Button

Ⓑ Ⓐ

5-B Deleting data

FAVORITES

▯ PATTERN NO.
A-001

DATA TRANSFER
▶DELETE
RETURN

Use the (▼) Control Pad to select "DELETE".

Push the A Button

Ⓑ Ⓐ

5-A Transferring data

FAVORITES

▯ PATTERN NO.
A-001

▶DATA TRANSFER
DELETE
RETURN

Push the A Button

Ⓑ Ⓐ

6-B

FAVORITES

▯ PATTERN NO.
A-001

DELETE?
▶YES
NO

Push the A Button

Ⓑ Ⓐ

6-A

SINGLE PATTERNS

▯ PATTERN NO.
A-001

SEE SET-UP GUIDE?
YES
▶NO

Screen 7A (page 26) will be displayed. Follow the procedure for "SINGLE PATTERN" to continue sewing.

7

FAVORITES

▯

LENGTH [-- mm]

WIDTH [-- mm]

◀ NO. [01] ▶

The selected pattern will then be deleted.

38

2 COMBINATIONS

1

MENU

PATTERNS
BUTTONHOLES
LETTERS
▶ FAVORITES
CUSTOM
COLORS

Use the (▼) Control Pad to select "FAVORITES".

Push the A Button

B A

2

FAVORITES

▶ PATTERNS
LETTERS
CUSTOM

Push the A Button

B A

3

FAVORITES

SINGLE PATTERN

▶ COMBINATIONS

Use the (▼) Control Pad to select "COMBINATIONS".

Push the A Button

B A

4

FAVORITES

◀ NO. 01 ▶

Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.

Push the A Button

B A

5 -B Deleting data

FAVORITES

DATA TRANSFER
▶ DELETE
RETURN

Use the (▼) Control Pad to select "DELETE".

Push the A Button

B A

5 -A Transferring data

FAVORITES

▶ DATA TRANSFER
DELETE
RETURN

Push the A Button

B A

6 -B

FAVORITES

DELETE?
▶ YES
NO

Push the A Button

B A

6 -A

COMBINATIONS

SEE SET-UP GUIDE?
YES
▶ NO

Screen 12A (page 30) will be displayed. Follow the procedure for "COMBINATIONS" to continue sewing.

7

FAVORITES

◀ NO. 01 ▶

The selected pattern will be deleted.

3 LETTERS

1

```
×××××× MENU ××××××
  PATTERNS
  BUTTONHOLES
  LETTERS
▶ FAVORITES
  CUSTOM
  COLORS
```

Use the (▼) Control Pad to select "FAVORITES".

Push the A Button

Ⓑ Ⓐ

2

```
@@@@ FAVORITES @@@@
    PATTERNS
  ▶ LETTERS
    CUSTOM
```

Use the (▼) Control Pad to select "LETTERS".

Push the A Button

Ⓑ Ⓐ

3

```
@@@@ FAVORITES @@@@
A B C D E F G H I J
```

The letter string which have been saved will be displayed together. Use the (▼) and/or (▲) Control Pad to move the cursor to the position of the letter string which you would like to transfer or delete.

Push the A Button

Ⓑ Ⓐ

4 -B Deleting data

```
@@@@ FAVORITES @@@@
A B C D E F G H I J
   DATA TRANSFER
 ▶ DELETE
   RETURN
```

Use the (▼) Control Pad to select "DELETE".

Push the A Button

Ⓑ Ⓐ

4 -A Transferring data

```
@@@@ FAVORITES @@@@
A B C D E F G H I J
 ▶ DATA TRANSFER
   DELETE
   RETURN
```

Push the A Button

Ⓑ Ⓐ

5-B

```
@@@@ FAVORITES @@@@
A B C D E F G H I J
    DELETE?
  ▶ YES
    NO
```

Push the A Button

Ⓑ Ⓐ

5 -A

```
@@@@ LETTERS @@@@
A B C D E F G H I J
 SEE SET-UP GUIDE?
    YES
  ▶ NO
```

Screen 6A (page 34) will be displayed. Follow the procedure for "LETTERS" to continue sewing.

6

```
@@@@ FAVORITES @@@@
```

The selected letter string will be deleted.

40

4 CUSTOM (See pages 42 - 44 for Designing Custom Patterns.)

1

```
╔═══════════════════╗
║ ×××× MENU ××××    ║
║                   ║
║ PATTERNS          ║
║ BUTTONHOLES       ║
║ LETTERS           ║
║ ▶ FAVORITES       ║
║ CUSTOM            ║
║ COLORS            ║
╚═══════════════════╝
```

Use the (▼) Control Pad to select "FAVORITES".
Push the A Button

Ⓑ   Ⓐ

↓

2

```
╔═══════════════════╗
║  FAVORITES        ║
║                   ║
║  PATTERNS         ║
║                   ║
║  LETTERS          ║
║                   ║
║  ▶ CUSTOM         ║
╚═══════════════════╝
```

Use the (▼) Control Pad to select "CUSTOM".
Push the A Button

Ⓑ   Ⓐ

3

```
╔═══════════════════╗
║  FAVORITES        ║
║   ┌─────────┐     ║
║   │   △     │     ║
║   │         │     ║
║   └─────────┘     ║
║  ◀ NO. [01] ▶     ║
╚═══════════════════╝
```

Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.
Push the A Button

Ⓑ   Ⓐ

↓

4 -B Deleting data

```
╔═══════════════════╗
║  FAVORITES        ║
║   ┌─────────┐     ║
║   │   △     │     ║
║   └─────────┘     ║
║                   ║
║  DATA TRANSFER    ║
║  ▶ DELETE         ║
║  RETURN           ║
╚═══════════════════╝
```

Use the (▼) Control Pad to select "DELETE".
Push the A Button

Ⓑ   Ⓐ

↓

4 -A Transferring data

```
╔═══════════════════╗
║  FAVORITES        ║
║   ┌─────────┐     ║
║   │   △     │     ║
║   └─────────┘     ║
║                   ║
║ ▶ DATA TRANSFER   ║
║  DELETE           ║
║  RETURN           ║
╚═══════════════════╝
```

Push the A Button

Ⓑ   Ⓐ

↓

5 -A

```
╔═══════════════════╗
║  CUSTOM           ║
║   ┌─────────┐     ║
║   │   △     │     ║
║   └─────────┘     ║
║                   ║
║ SEE SET-UP GUIDE? ║
║  YES              ║
║  ▶ NO             ║
╚═══════════════════╝
```

Screen 10A (page 43) will be displayed. Follow the procedure for "CUSTOM" to continue sewing.

5-B

```
╔═══════════════════╗
║  FAVORITES        ║
║   ┌─────────┐     ║
║   │   △     │     ║
║   └─────────┘     ║
║                   ║
║  DELETE?          ║
║  ▶ YES            ║
║  NO               ║
╚═══════════════════╝
```

Push the A Button

Ⓑ   Ⓐ

↓

6

```
╔═══════════════════╗
║  FAVORITES        ║
║   ┌─────────┐     ║
║   │         │     ║
║   └─────────┘     ║
║                   ║
║  ◀ NO. [01] ▶     ║
╚═══════════════════╝
```

The selected pattern will be deleted.

41

Some of the bars may not reproduce correctly when sewn, so it is recommended that you carry out a test sewing first.

1

MENU
PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
▶CUSTOM
COLORS

Use the (▼) Control Pad to select "CUSTOM".
Push the A Button

2

CUSTOM

On the custom screen B Button works as both deleting a bar and returning the cursor to the bar screen. Use the Control Pad to select a desired bar (there are 30 different types of bars, and up to 20 can be used in a single pattern).
Push the A Button

3

CUSTOM

The selected bar will be displayed on the working screen. Use the Control Pad to move it to desired position. Selected bar can be shifted vertically and horizontally using the Control Pad.
Push the A Button

To continue to use the same type of bar, push the Control Pad to create bar and shift the bar to desired position, and push the A Button to determine the position.

4

CUSTOM

To change a bar,
Push the B Button

The cursor will return to the bar screen, so use the Control Pad to select the desired bar, and then
Push the A Button

NOTE: If the B Button is pushed while selecting bars, screen will be returned to MENU.

5

CUSTOM

Repeat the steps in screen 3 and 4 to create the pattern.

NOTE: If you should place bars in an inappropriate position, warning is given with beep sound. In this case, shift the bar a little pushing the Control Pad.

6

CUSTOM

To delete a last bar which has been determined by the A.
Push the B Button

The cursor will return to the bar screen, use the Control Pad to select 🔄 , and then
Push the A Button

One previously determined bar can be deleted.

All bars can be deleted.

7

CUSTOM

When design work is finished,
Push the B Button

Use the Control Pad to select " E " to complete design work.
Push the A Button

8

CUSTOM
▶UNIT OF
    PATTERN

SERIES OF
    PATTERN

Use the (▼) Control Pad to select unit or series of pattern, and then
Push the A Button

Error message when creating patterns

UP TO 20 BARS
CAN BE USED

Up to 20 bars can be added to a single pattern. To leave this screen, press A Button or B Button to return to the previous screen, and use the Control Pad to select " E " and then **Push the A Button.**

42

9

CUSTOM

△

▸DATA TRANSFER
ADD TO FAVORITES
RETURN

Push the A Button

Ⓑ Ⓐ

Use the (▼) Control Pad to add the
stitch pattern to your favorites.
(Refer to page 45), or to return to
the previous screen.

10A

CUSTOM

△

SEE SET-UP GUIDE?
YES
▸NO

If you wish to view the
set-up guide screen,
push the (▲) Control
Pad to select "YES".

Push the A Button

Ⓑ Ⓐ

If you do not wish to view the
set-up guide screen.
Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

10B - 1

01
CONNECT POWER PLUG

SEE SETTING UP THE
MACHINE IN MANUAL

Push the A Button

Ⓑ Ⓐ

"SET-UP GUIDE SCREEN", see
page 21.

10B - 2

09
READY TO SEW

Push the A Button

Ⓑ Ⓐ

DATA TRANSFERRED.

CUSTOM sewing sample

11

CUSTOM

△

TRANSFERRED
START
SEWING MACHINE

Start the machine.

12

```
MACHINE
IN OPERATION
```

The sewing machine will stop automatically if "UNIT OF PATTERN" was selected at the screen 8 (page 42).
If "SERIES OF PATTERN" was selected, stop the machine at the desired position.

13

```
RE-START TO CONTINUE
SEWING

▶MODIFY
  ADD TO FAVORITES
  RETURN              E
```
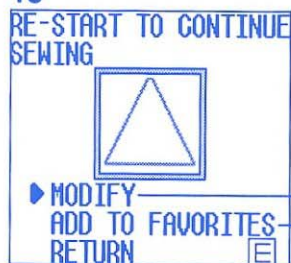
Push A Button to return to screen 8. (page 42).

"ADD TO FAVORITES", see page 45.

Push the (▼) Control Pad to select "E".
Push the A Button

Ⓑ   Ⓐ

Push A Button to return to screen 2 (page 42).

☀ **Error message during setting-up**
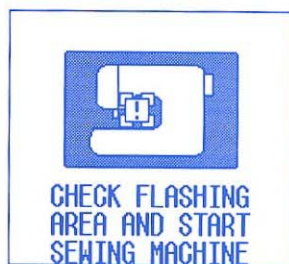
```
CHECK FLASHING
AREA AND START
SEWING MACHINE
```

If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.
1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 11 (page 43) will be displayed.
4. Start the machine.
 * The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

44

ADD TO FAVORITES (Saving) Custom patterns can be saved into files No. 01 to No. 04.

"CUSTOM" Screen 13
(page 44)
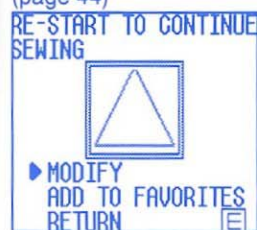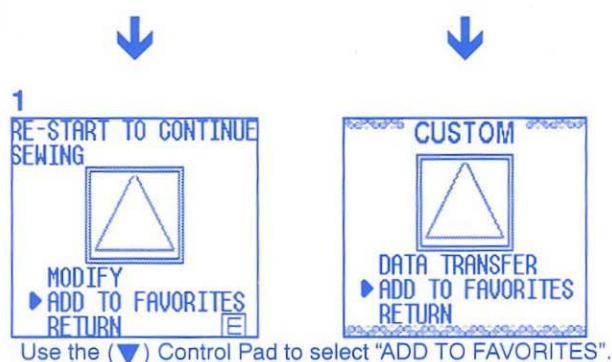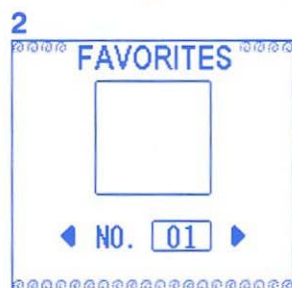
RE-START TO CONTINUE
SEWING

▶ MODIFY
ADD TO FAVORITES
RETURN

"CUSTOM" Screen 9
(page 43)

CUSTOM

▶ DATA TRANSFER
ADD TO FAVORITES
RETURN

3
Display when saving
first pattern

Display when a pattern
has already been saved

NOTE: Previously
saved data will be lost
when saving over data.

FAVORITES

ADD TO NO. 01 ?
▶ YES
NO

FAVORITES

SAVE IN NO. 01 ?
▶ YES
NO

1

RE-START TO CONTINUE
SEWING

MODIFY
▶ ADD TO FAVORITES
RETURN

CUSTOM

DATA TRANSFER
▶ ADD TO FAVORITES
RETURN

Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button

B A

Push the A Button

B A

Use the (▼) Control
Pad to select "NO" to
return to the previous
screen.

4

FAVORITES

◀ NO. 01 ▶

This completes the saving of a
pattern.

Push the B Button

B A

2

FAVORITES

◀ NO. 01 ▶

Saved pattern No. 01 will be
displayed.
Push the (▶) and (◀) Control Pad
to display the number for saving the
pattern.

Push the A Button

B A

5

RE-START TO CONTINUE
SEWING

MODIFY
▶ ADD TO FAVORITES
RETURN

CUSTOM

DATA TRANSFER
▶ ADD TO FAVORITES
RETURN
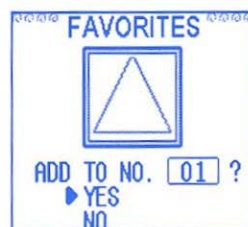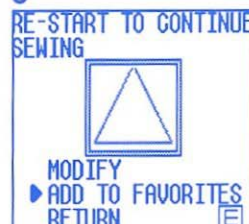
Screen 1 will be displayed.
Return to "CUSTOM" screen 9, 13 (page 43, 44), to
continue sewing.
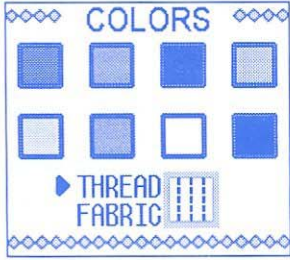
■ This function is effective with GAME BOY COLOR only.
This option is not displayed when using the GAME BOY POCKET and GAME BOY LIGHT.

1

MENU
PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
▶ COLORS
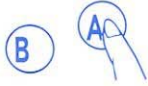
Use the (▼) Control Pad to select "COLORS".
Push the A Button

Ⓑ Ⓐ

↓

2

COLORS
▶ THREAD ▦
FABRIC ▦
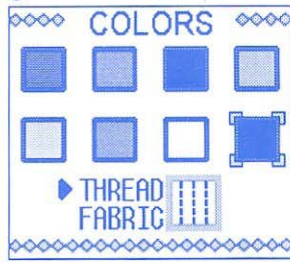
Push the A Button

Ⓑ Ⓐ
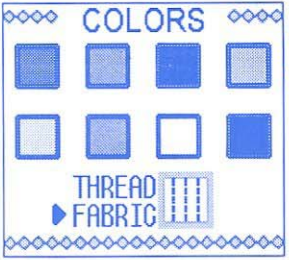
(The THREAD color will be set first, but you can use the (▼) Control Pad to select the FABRIC color first if you wish.)

↓

3

COLORS
▶ THREAD ▦
FABRIC ▦

The cursor will appear in the Color screen, so use the Control Pad to select the desired color.
Push the A Button

Ⓑ Ⓐ
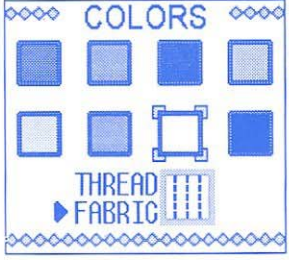
This will set the "THREAD" color.

4

COLORS
THREAD ▦
▶ FABRIC ▦

Use the (▼) Control Pad to select "FABRIC" Color.
Push the A Button

Ⓑ Ⓐ

↓

5

COLORS
THREAD ▦
▶ FABRIC ▦

The cursor will return to the color screen, so use the Control Pad to select the desired color.
Push the A Button

Ⓑ Ⓐ

The fabric color will be set.

Push the B Button

Ⓑ Ⓐ

↓

6

MENU
PATTERNS
BUTTONHOLES
LETTERS
FAVORITES
CUSTOM
▶ COLORS

The "THREAD" Color and "FABRIC" Color will change to the selected colors in all screens.
The settings will be cleared when the power is turned off.
NOTE: If the fabric and thread are set to the same color, a buzzer will sound and the setting will not be accepted.

46

4. STARTING TO SEW

STITCH LENGTH AND STITCH WIDTH QUICK REFERENCE TABLE

The single pattern screens on the GAME BOY consist of six screens in total. These six screens display a total of 84 types of sewing pattern (A to F). Five types of buttonhole stitches are also displayed.

Some selection ranges are limited by the patterns, and some selection ranges are fixed.

(SINGLE PATTERNS)

SCREEN-1 (left table)

STITCH	LENGTH AUTO	LENGTH MANUAL	WIDTH AUTO	WIDTH MANUAL
A-001	2.5	0.5 – 5.0	–	–
A-002	2.5	0.5 – 5.0	–	–
A-003	2.5	0.5 – 5.0	–	–
A-004	2.5	1.5 – 3.0	–	–

A-005 (grid: LENGTH rows × WIDTH columns)

LENGTH \ WIDTH	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5
0.3											
0.5											
0.8											
1.0											
1.5											▓
2.0											
2.5											
3.0											
3.5											
4.0											
5.0											

▓ is values set automatically when pattern (A-005) is set. The stitch length is 1.5 mm and the stitch width is about 6.5 mm.

☐ is the selection range when setting the value manually.

```
~~~  SINGLE PATTERNS  ~~~

      [▓] PATTERN NO.
          A-005

       ▲
      [1.5 mm]  ◀[6.5 mm]
       ▼
       LENGTH    WIDTH
```

Right table

STITCH	MIRROR IMAGE	LENGTH AUTO	LENGTH MANUAL	WIDTH AUTO	WIDTH MANUAL
SCREEN-1					
A-006	○	2.5	1.5 – 3.5	6.5	3.0 – 6.5
A-007	○	1.5	0.5 – 2.5	6.5	4.0 – 6.5
A-008		1.5	0.5 – 3.0	6.5	3.0 – 6.5
A-009		1.5	0.5 – 3.0	6.5	3.5 – 6.5
A-010	○	2.5	1.5 – 4.0	6.5	3.0 – 6.5
A-011	○	2.0	1.5 – 3.0	6.5	3.0 – 6.5
A-012	○	2.0	1.5 – 3.0	6.5	3.0 – 6.5
A-013	○	2.0	1.5 – 3.0	6.5	3.0 – 6.5
A-014	○	2.5	2.0 – 3.0	6.5	3.0 – 6.5
SCREEN-2					
B-001		2.0	1.0 – 4.0	6.5	3.5 – 6.5
B-002		2.0	1.0 – 4.0	6.5	3.5 – 6.5
B-003		2.5	2.0 – 4.5	6.5	3.5 – 6.5
B-004		1.5	1.0 – 4.0	6.5	3.5 – 6.5
B-005		1.5	1.0 – 3.0	6.5	3.5 – 6.5
B-006			0.5 – 3.5	6.5	4.0 – 6.5
B-007	○	2.0	1.5 – 3.0	6.5	3.5 – 6.5
B-008		2.0	1.5 – 3.0	6.5	3.0 – 6.5
B-009		2.0	1.5 – 3.0	6.5	3.0 – 6.5
B-010		2.0	1.5 – 3.0	6.5	3.5 – 6.5
B-011	○	2.0	1.5 – 3.0	6.5	3.0 – 6.5
B-012	○	2.0	2.0 – 3.0	6.5	3.0 – 6.5
B-013		2.0	1.5 – 3.0	6.0	4.0 – 6.0
B-014		2.0	1.5 – 3.0	6.5	4.0 – 6.5

○ indicates valid for mirror image.

(SINGLE PATTERNS)

SCREEN-3 / SCREEN-4

STITCH	MIRROR IMAGE	LENGTH AUTO	LENGTH MANUAL	WIDTH AUTO	WIDTH MANUAL
C-001		2.0	1.5 – 3.0	6.5	3.0 – 6.5
C-002				6.0	3.0 – 6.0
C-003		2.0	1.5 – 3.0	6.0	4.0 – 6.0
C-004				6.5	4.0 – 6.5
C-005	O	2.0	1.5 – 3.0	6.5	3.5 – 6.5
C-006					
C-007	O	2.0	1.5 – 3.0	6.0	4.0 – 6.0
C-008				6.5	3.0 – 6.5
C-009		2.5	1.5 – 3.0	6.5	3.0 – 6.5
C-010		2.0	1.5 – 3.0	6.5	3.0 – 6.5
C-011	O				
C-012					
C-013		2.0	1.0 – 3.0	6.5	3.0 – 6.5
C-014	O				
D-001					4.0 – 6.5
D-002		0.5	0.3, 0.5, 0.8, 1.0	6.5	5.0 – 6.5
D-003	O				4.0 – 6.5
D-004		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0 – 6.5
D-005		0.5	0.5, 0.8, 1.0	6.5	3.5 – 6.5
D-006	O				
D-007		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0 – 6.5
D-008	O	1.0			
D-009		0.5	0.3, 0.5, 0.8, 1.0		4.0 – 6.5
D-010				6.5	5.0 – 6.5
D-011		2.5	2.0 – 3.5		4.0 – 6.5
D-012		0.5	0.3, 0.5, 0.8, 1.0	6.5	5.0 – 6.5
D-013					
D-014	O	–	–	–	–

O indicates valid for mirror image.

SCREEN-5 / SCREEN-6

STITCH	MIRROR IMAGE	LENGTH AUTO	LENGTH MANUAL	WIDTH AUTO	WIDTH MANUAL
E-001					
E-002	O				
E-003	O				
E-004					
E-005		–	–	–	–
E-006	O				
E-007	O				
E-008	O				
E-009					
E-010		1.5	1.0 – 3.0	6.5	4.0 – 6.5
E-011	O	0.8	0.5, 0.8, 1.0	6.5	5.0 – 6.5
E-012			0.5 – 2.0		
E-013		1.0	0.8, 1.0, 1.5	6.5	4.5 – 6.5
E-014	O		0.5 – 2.0		
F-001		2.0	1.0 – 3.0	6.5	3.0 – 6.5
F-002			1.5 – 3.0		4.0 – 6.5
F-003		2.0	1.5 – 3.0	6.5	3.0 – 6.5
F-004					
F-005	O	–	–	–	–
F-006		1.5	1.0 – 2.5	6.5	4.0 – 6.5
F-007	O	1.0	0.8, 1.0, 1.5	6.0	4.0 – 6.0
F-008		2.0	1.5 – 2.5	6.0	4.0 – 6.0
F-009		1.0	0.8, 1.0, 1.5	6.0	4.5 – 6.0
F-010	O				
F-011	O				
F-012	O	–	–	–	–
F-013	O				
F-014	O				

O indicates valid for mirror image.

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(BUTTONHOLES)

	STITCH	LENGTH		WIDTH	
		AUTO	MANUAL	AUTO	MANUAL
BUTTONHOLE MAKING	BH-A1	0.5	0.5, 0.8, 1.0	WIDE	–
	BH-A2			–	NARROW
	BH-B1	0.5	0.5, 0.8, 1.0	WIDE	–
	BH-B2			–	NARROW
	BH-C1	0.5	0.5, 0.8, 1.0	WIDE	–
	BH-C2			–	NARROW
	BH-D1	0.5	0.5, 0.8, 1.0	WIDE	–
	BH-D2			–	NARROW
	BH-E1	0.5	0.5, 0.8, 1.0	WIDE	–
	BH-E2			–	NARROW

PLACEMENT OF PATTERNS

Stitch width of pattern increases from center needle position as illustrated.

Center position
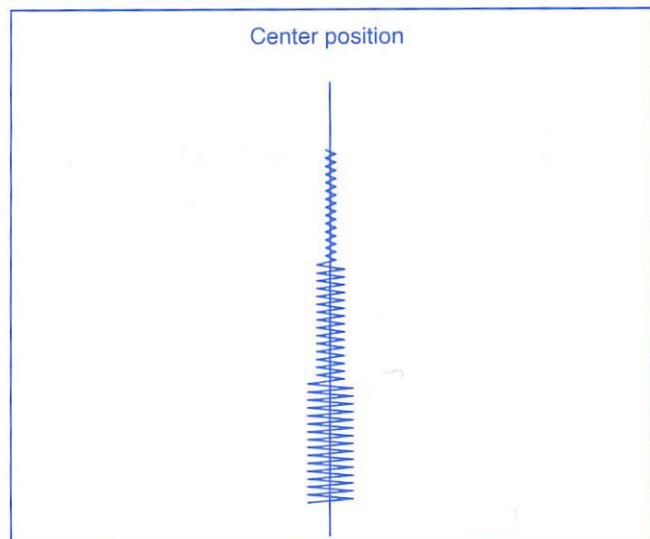
Straight stitch is most frequently used for every aspect of sewing. Let's learn how to sew following the steps below.

GAME BOY screen settings

SETTINGS   :Presser foot - Zigzag foot
:Thread tension control - 5

A. Thread tension control
B. Needle up/down switch
C. Reverse stitch switch
D. Start/stop switch
E. Feed dog control
F. Presser foot lifter
G. Power/light switch

A-001   A-002   A-003

(Screen 1)

GAME BOY
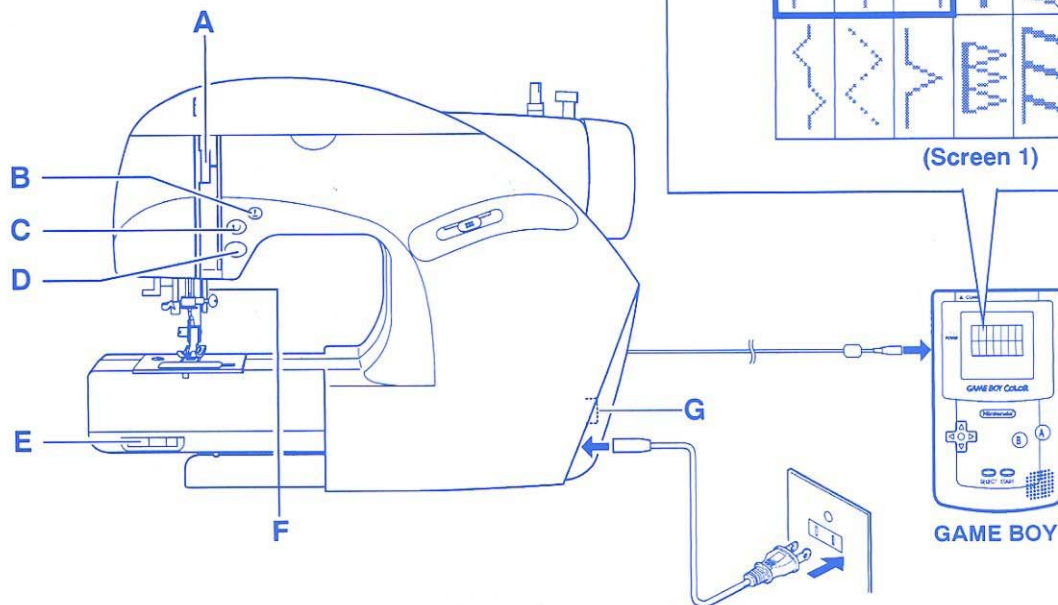
1. Settings
   Refer to "TEST SEWING" (2) page 16 - 20.

2. Setting stitch length.

SINGLE PATTERNS

PATTERN NO.
A-001

2.5 mm   -- mm
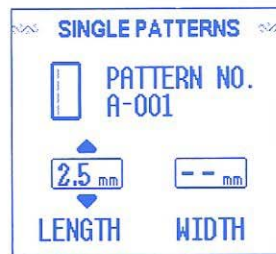
LENGTH   WIDTH

The stitch length is initially set at 2.5 mm. the (▼) and (▲) Control Pad sets the stitch length within the range of 0.5 mm to 5.0 mm (in steps of 0.5 mm). Set the desired stitch length, and then
Push the button A.

B   A

TURNING A SQUARE CORNER

1. To turn a square corner 5/8" (16 mm) from the fabric edge, stop the machine and push the needle up/down switch to move the needle to its lowest position when reaching the cornering guide as shown. Raise the presser foot, turn fabric.

Needle up/down switch

Cornering guide

Start/stop switch
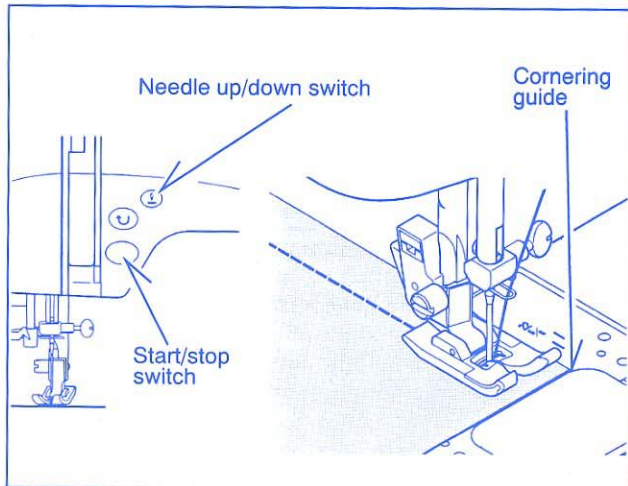
2. New stitching line will align with 5/8" (16 mm) seam guide on side of needle plate. Lower the presser foot and begin stitching in new direction.
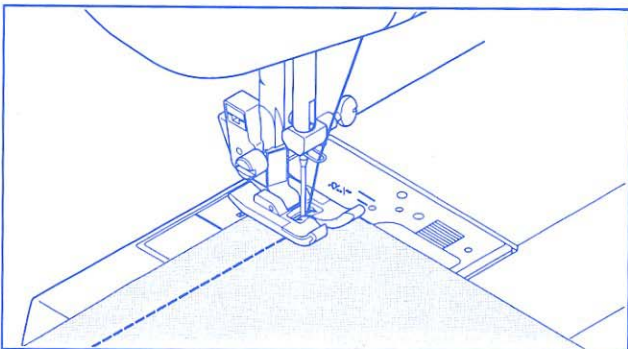
REVERSE STITCH SWITCH

It is a good idea to begin or end seams with 3 to 5 stitches in reverse to reinforce the seams in order to prevent unraveling. As long as you are pushing this switch, the machine will continue to feed the fabric backwards.

Reverse stitch switch
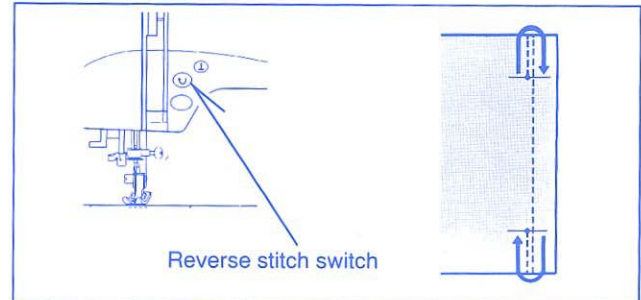
TACKING (BASTING)

SETTINGS
Presser foot - Zigzag foot
Feed dog control -

SINGLE PATTERNS

PATTERN NO.
A-002

2.5 mm   - - mm

LENGTH   WIDTH
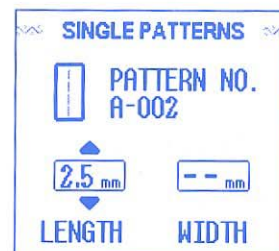
1. Push the needle up/down switch to move the needle to its lowest position.
   Push the switch again to raise the needle to its highest position.

2. Raise the presser foot lifter and move the material.

3. Lower the presser foot lifter and then push the needle up/down switch two more times to sew another stitch.
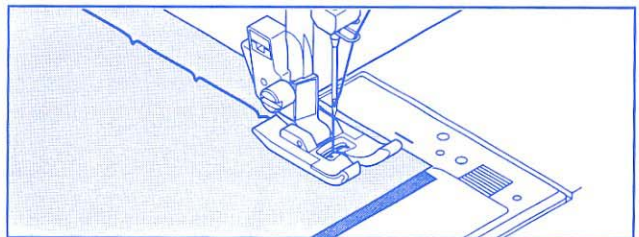
SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5
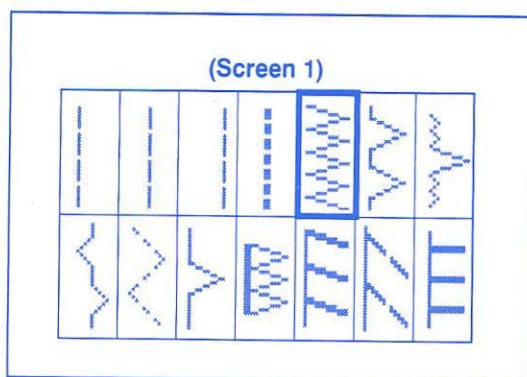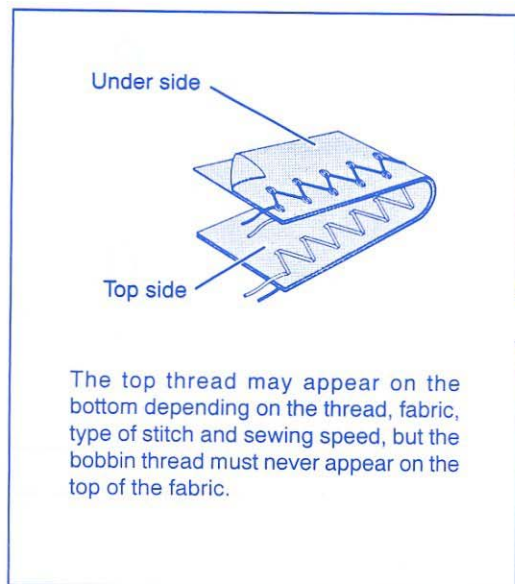
(Screen 1)

Set the stitch length and zigzag width referring to the following table.

Refer to "Testing to sew" (page 15 - 23) and "Making settings referring to the screen" (page 24 - 46) for details.

Under side

Top side

The top thread may appear on the bottom depending on the thread, fabric, type of stitch and sewing speed, but the bobbin thread must never appear on the top of the fabric.

STITCH WIDTH

	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5
0.3											
0.5											
0.8											
1.0											
1.5											
2.0											
2.5											
3.0											
3.5											
4.0											
5.0											

STITCH LENGTH

is values set automatically when pattern (A-005) is set. The stitch length is 1.5 mm and the stitch width is about 6.5 mm.

is the selection range when setting the value manually.

SINGLE PATTERNS

PATTERN NO.
A-005

1.5 mm   6.5 mm

LENGTH   WIDTH

SATIN STITCH

A-008

```
∿∿ SINGLE PATTERNS ∿∿

        PATTERN NO.
        A-005

    ( 0.5 mm )  ◄ 6.5 mm

    LENGTH    WIDTH
```

This is a closely spaced attractive stitches use for appliqué, bar-tacking, etc. Slightly loosen top thread tension for satin stitching.
Use a backing of stabilizer or interfacing for sheer materials to avoid puckering.
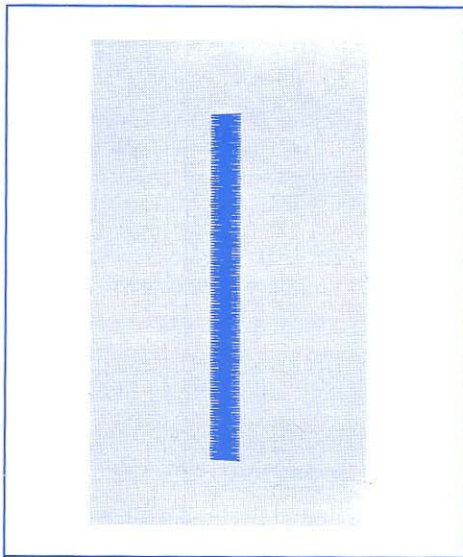
SETTINGS :Presser foot - Zigzag foot
         :Thread tension control - 3 - 5

```
(Screen 1)
```
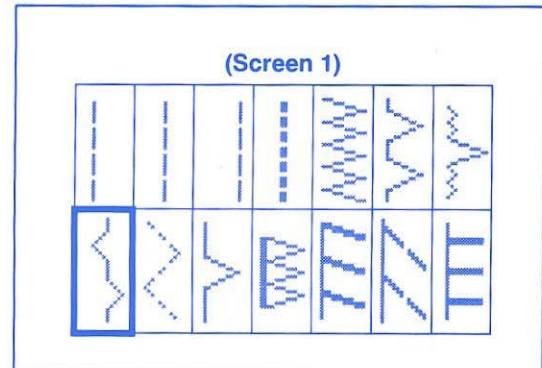
This is a popular decorative stitch (used in sleeves or fronts of blouses and dresses). To attach two separate pieces of fabric together, leave a little space in between.
To prepare the fabric:
Fold under the seam allowances on the cut edges, and press. Baste folded edges to tissue paper with about 1/8" (0.3 cm) space between. Stitch over the 1/8" (0.3 cm) allowance, just catching the fabric fold on both sides with needle. Remove bastings and paper; press.
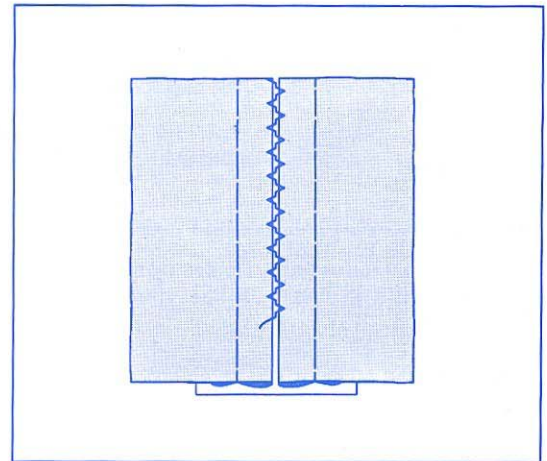
A-006 (Mirror image)   **A-007** (Mirror image)

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

– Regular blind stitch for normal fabrics

– Elastic blind stitch for soft, stretchable fabrics

Reminder: Patterns for blind hemming must be mirror imaged.

(Screen 1)

① Medium to heavyweight fabric

Under side

② Under side

① Fine fabric

Under side

② Under side

③

④ Top side
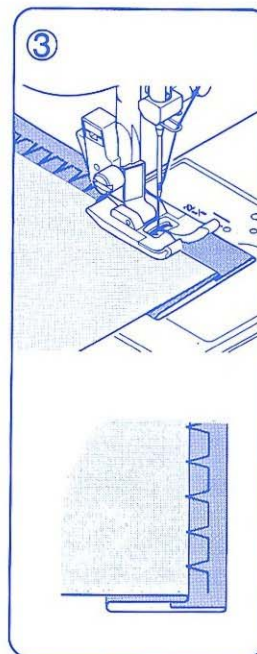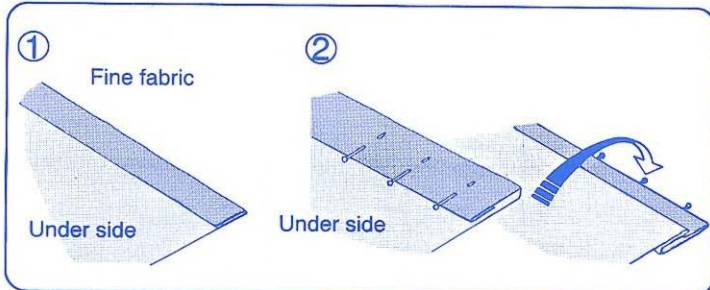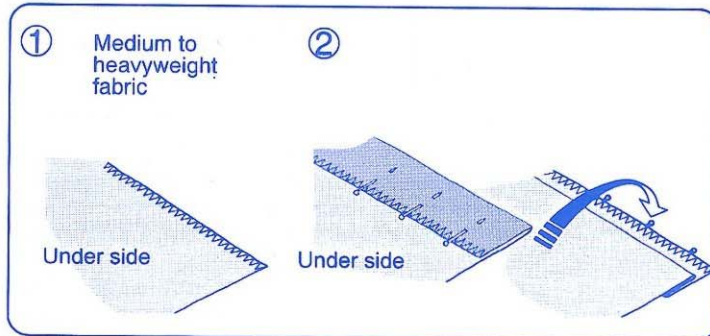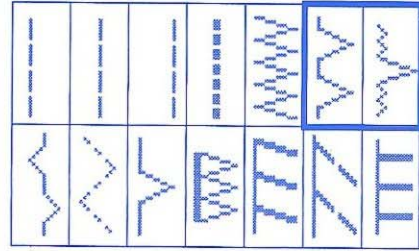
1. First finish the raw edge. Do this by turning it under on fine fabrics or overcasting it on medium to heavyweight fabrics.
   Then turn the hem up the required depth, press and pin in place.

2. Now fold the fabric as illustrated.

3. Place the fabric under the foot with the fold of the fabric positioned so that the needle just pierces the fold when the needle swings to the left. Use stitch width control to fine tune exact position of needle.

4. When completed, the stitching is almost invisible on the right side of the fabric.

SHELL STITCH

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

— Regular shell stitch produces a tiny shell hem on lingerie and other fine garments.

— If bigger size of shell pattern is desired, use four-point shell stitch.
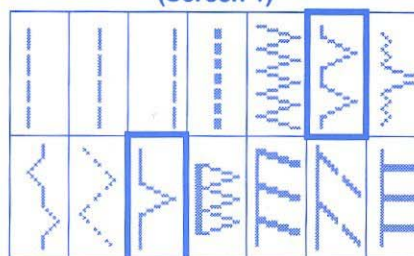
Turn under the raw edge and press. Place the fabric right side up so that the zigzag part of the stitch sews just over the folded edge, pulling the fabric in to form a shell hem. Trim away excess fabric close to the stitching line.

(Screen 1)
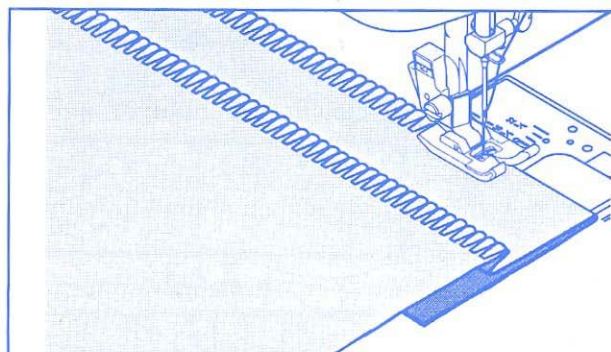
Regular shell stitch
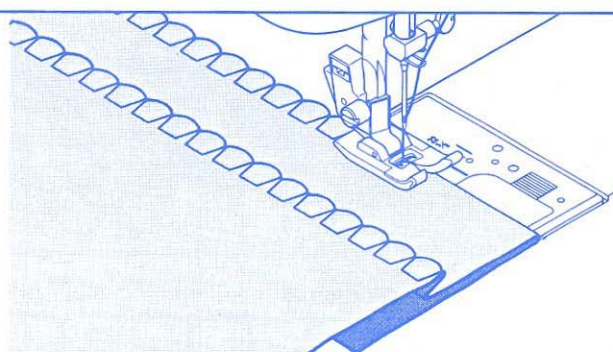
Four-point shell stitch

DOUBLE-ACTION STITCHES

B-001   B-002   B-003   B-004   B-005

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

Double-action stitches are ideal for producing flat overlapped seams on almost any type of fabric and a bolder effect will result from sewing with contrasting thread.

(Screen 2)

55
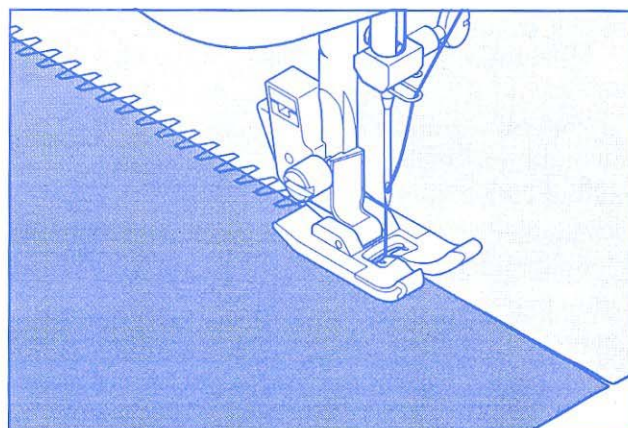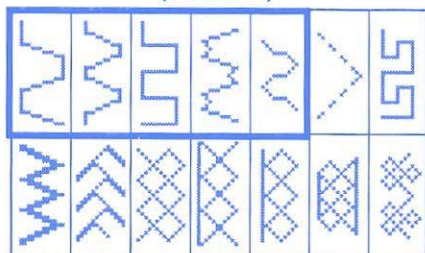
SETTINGS   :Presser foot - Zigzag foot
           :Thread tension control - 3 - 5

This is a strong stitch because as its name implies, it makes three short stitches where the normal zig-zag makes only one.

For this reason it is highly recommended for overcasting all types of fabrics.

It is also ideal for mending tears, patching, sewing towelling, patch-work and attaching flat elastic.

(Screen 1)
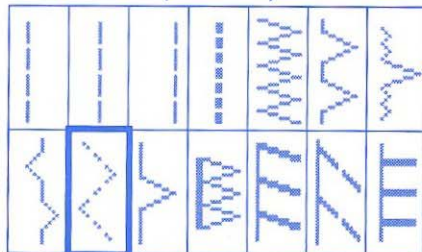
(Screen 2)
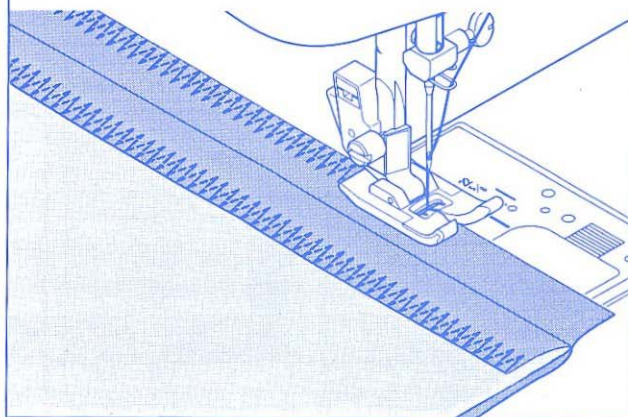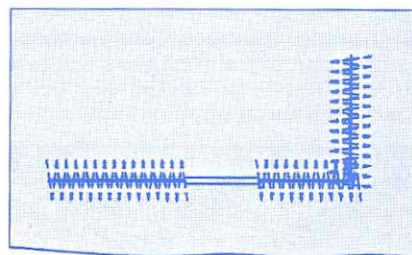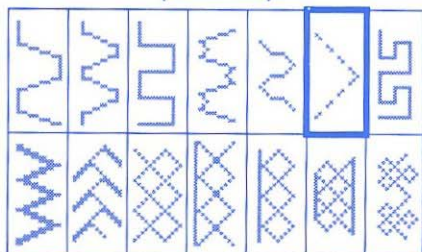
Stretch stitches are mainly for use on knit, or stretchable fabrics, but can also be used on ordinary woven materials.

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

GAME BOY screen settings

(Screen 1)
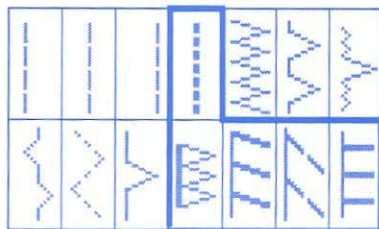
(Screen 2)
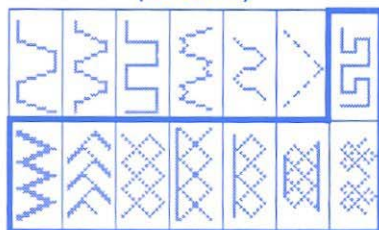
(Screen 5)

(Screen 3)

(Screen 6)

STRAIGHT STRETCH STITCH A-004

Straight stretch stitch is far stronger than an ordinary straight stitch because it locks three times – forwards, backwards and forwards.

It is particularly suitable for reinforcing the seams of sportswear in stretch and non-stretch fabrics, and for curved seams which take a lot of strain.

Use this stitch also to top-stitch around lapels, collars and cuffs to give a professional finish to your garments.

OVERLOCK STITCH A-011
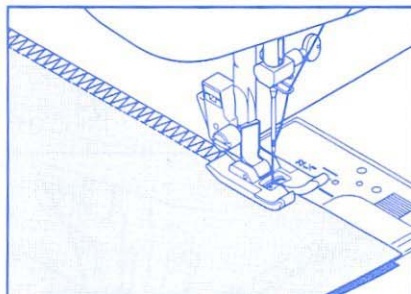
This is the same type stitch used by the garment industry in making sportswear – it forms and finishes the seam in one operation.
It's very effective for use in repairing raw or worn edges of older garments.

SLANT OVEREDGE STITCH A-012
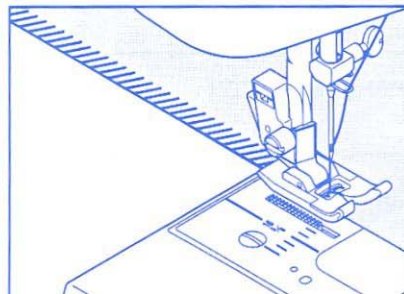
Excellent for hemstitching table and bed covers with an elegant touch. Picot-like stitch can also be made on sheer materials. Sew along the raw edge of fabric and trim close to the outside of the stitching.

STRETCH OVERLOCK STITCH A-013
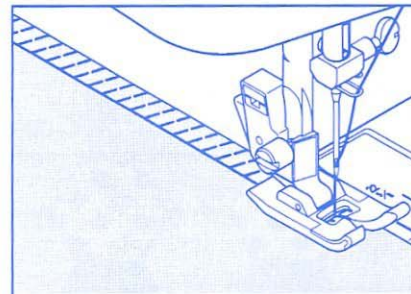
Stretch overlock seams and overcasts in one to produce a narrow, supple seam, particularly suited to swimwear, sportswear, T-shirts, babywear in stretch nylon, stretch towelling, jersey and cotton jersey.

BLANKET STITCH
A-014
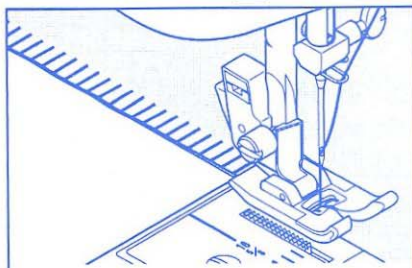
The decorative appearance combined with practical use of this stitch enables it to be used for hemstitching table cover and napkin.

RIC-RAC STITCH
B-008
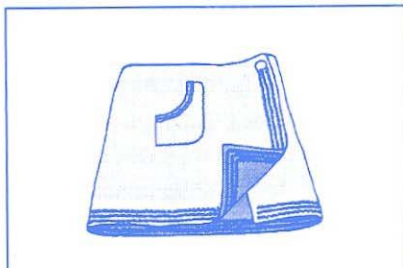
Ric-rac is a quick method of finishing a raw edge and providing a decorative top-stitch in one operation. It is ideal for edging neck-bands, armholes, sleeves and hems.

FEATHER STITCH
B-009
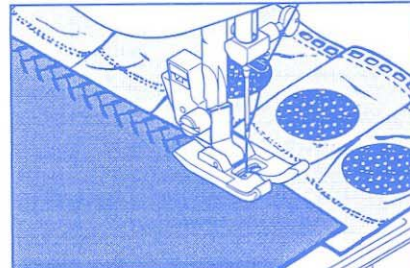
The pleasing appearance of this stitch enables it to be used for top stitching, or attaching lace or inset panels when making lingerie or girdles.

It is also ideal for quilting application and faggoting.

SMOCKING STITCH
B-010
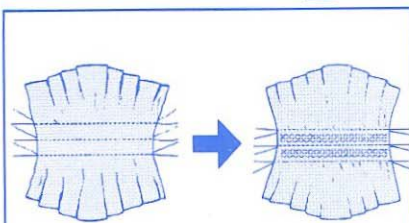
1. Make a straight line of gathers across the fabric that you wish to smock.
2. With a narrow strip of fabric directly under the line of gathering, stitch over the gathers. The design will be a series of small diamonds.

DOUBLE OVERLOCK STITCH (1)
B-011   B-012
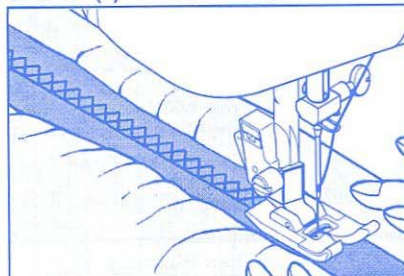
Double overlock has three main uses. It is perfect for attaching flat elastic when making or repairing lingerie; and for overcasting and seam and overcast in one on slightly stretch fabrics and non-stretch ones such as linen, tweed, and medium to heavy-weight cotton.

DOUBLE OVERLOCK STITCH (2)
C-001
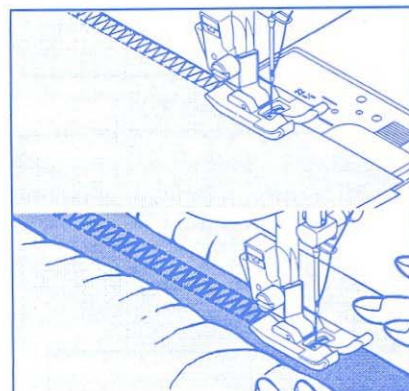
Double overlock has a number of uses. It is perfect for attaching flat elastic when making or repairing lingerie. It is ideal for overcasting a single layer of fabric or seaming and overcasting in one step on slightly stretch fabrics and non-stretch ones such as linen, tweed and medium to heavy-weight cotton. It may also be used for couching over narrow ribbon or yarn or for drawn thread work.

STRETCH PATCHING STITCH
C-006
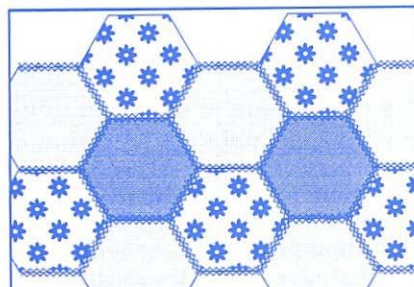
Stretch patching stitch, as well as being a decorative stitch, is ideal for patching stretch fabrics such as jersey and knitwear.

FISHBONE STITCH
C-009
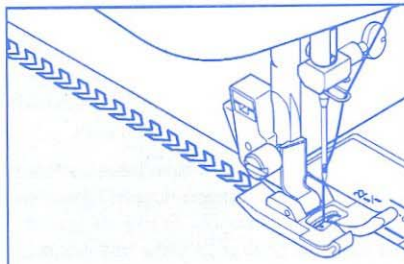
Use to create decorative borders and for embroidery.

ELASTIC OVERLOCK STITCH
C-011
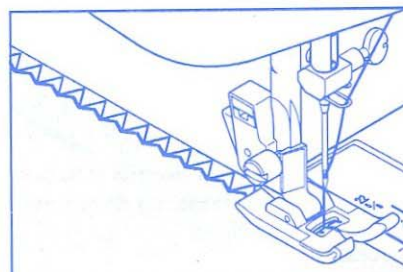
Use this stitch in preference to regular overlock stitch for overcasting stretch or knit fabrics where strength and flexibility are required.
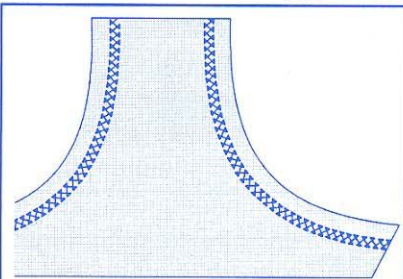
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HERRINGBONE STITCH

C-012
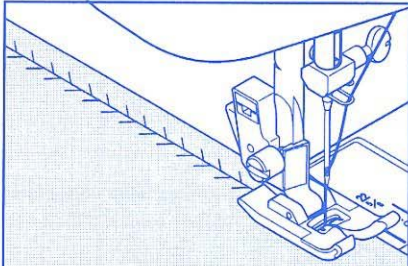
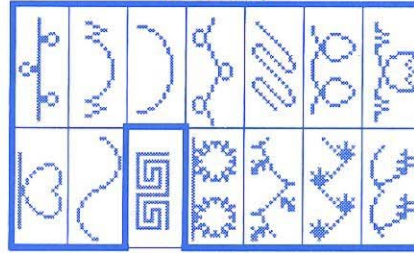It is a versatile stitch used for joining fabric pieces and embroidery.

WISH-BONE STITCH

C-013
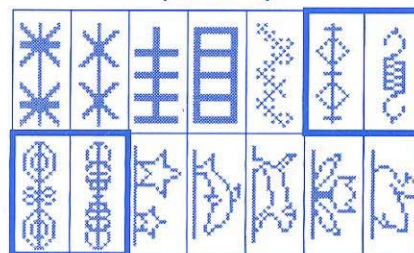

Use to sew and finish elastic fabrics or for decoration of borders.

(Screen 5)

(Screen 6)

SETTINGS   :Presser foot - Zigzag foot
　　　　　　:Thread tension control - 3 - 5

* These are the optimum patterns for sewing continuous patterns. Use whichever patterns suit your preference.

DECORATIVE EMBROIDERY DESIGNS

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

14 different types of decorative stitches are available. Following are examples of how to use and sew these stitches. You can use other stitches in the same way.

*   You should carry out a test sewing on a cut-off strip of the fabric being sewn to check the pattern to be used.

*   Before starting to sew, check that there is enough thread wound onto the bobbin to make sure that the thread will not run out during sewing.

*   Slightly loosen top thread tension.

(Screen 4)
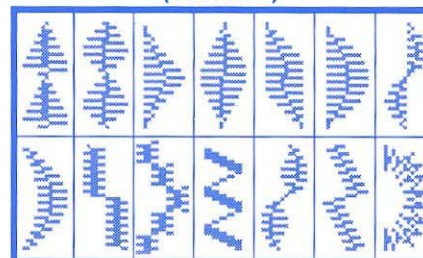
D-001

D-004
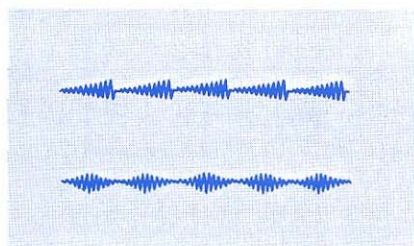
D-008

D-009

D-010
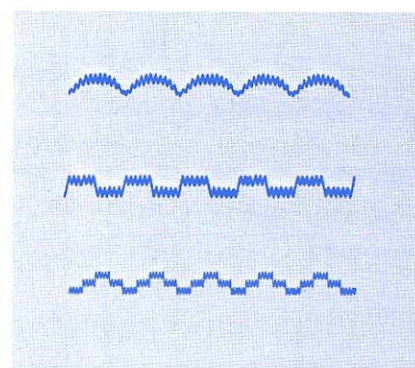
TIPS ON DESIGN STITCHING

Arrowhead on lapel   D-001
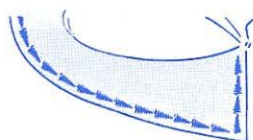
In addition to using this pattern as a decorative stitch, it can also be used as a triangular backtack stitch for reinforcing places which can easily unravel. This is particularly useful for sewing both edges of pockets.

Scallop pattern on collar   D-008
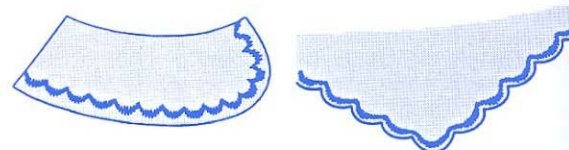
This is an ideal decorative stitch for the sleeves and collars of ladies' and children's clothes, and also for tidying up edges.
When using this stitch pattern for tidying up edges, first sew the stitch and then trim the edge of the fabric along the edge of the stitch. Be careful not to cut the stitch seam at this time.

Diamond on narrow hem   D-004
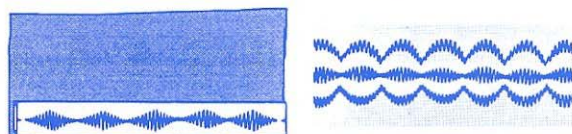
Fold over the edge of the fabric and use this stitch to tidy up the edge.
Scallop stitches and diamond stitches can be combined to create other attractive patterns.
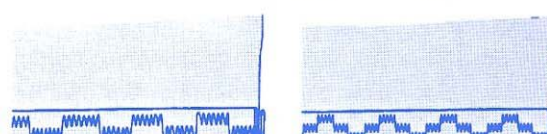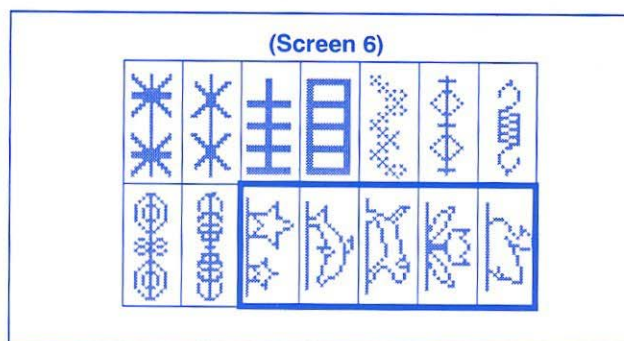
Domino on bias tape   D-009   D-010

Use bias tape and fold back the edge. Sew the domino stitch on top of this.

SETTINGS :Presser foot - Zigzag foot
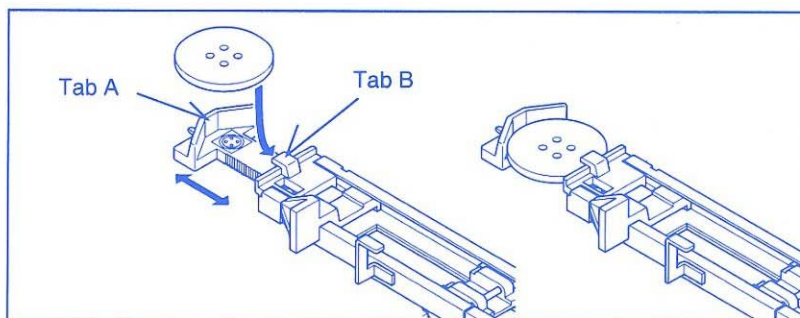   :Thread tension control - 3 - 5

These can be used for sewing single patterns and continuous patterns.

(Screen 6)

USING BUTTONHOLE FOOT

1. Insert a button in between tab A and tab B.

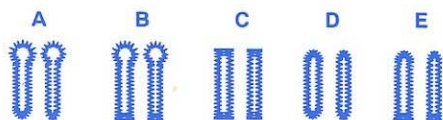2. Buttonholes can be sewn to match the size of the button.

Tab A   Tab B

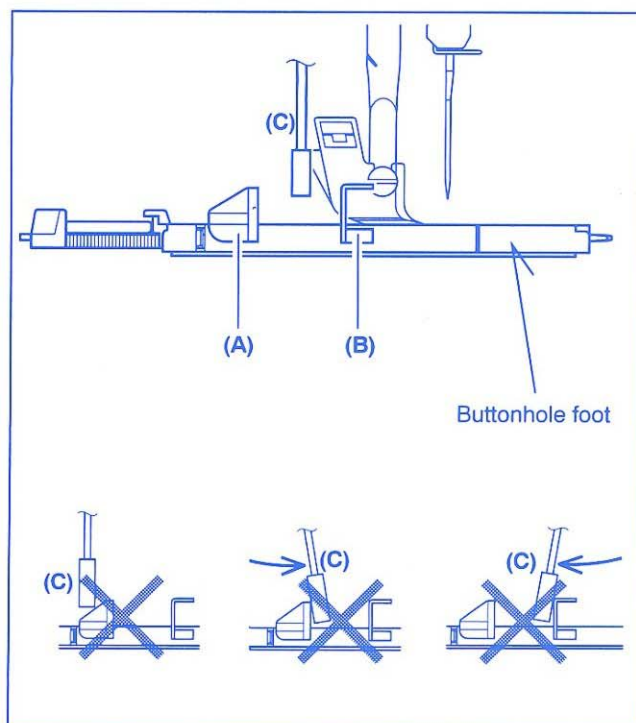## PROCEDURE

* Use an interfacing in the area of the garment where buttonholes are placed. Stabilizer or regular interfacing can be used.

* Make a practice buttonhole on a scrap of the fabric you are using. Then try the buttonhole with the selected button.

1. Select "BUTTONHOLES" on the GAME BOY, and then follow the procedure on the screen. (Refer to page 32 - 33)

A   B   C   D   E

2. Replace the presser foot with the buttonhole foot. (Refer to "Changing presser foot" on page 23.)

3. Insert the button into the buttonhole foot. (Refer to "Using buttonhole foot" above.)

4. Set the buttonhole lever (C) so that it drops down vertically between the stoppers (A) and (B).

(C)

(A)   (B)

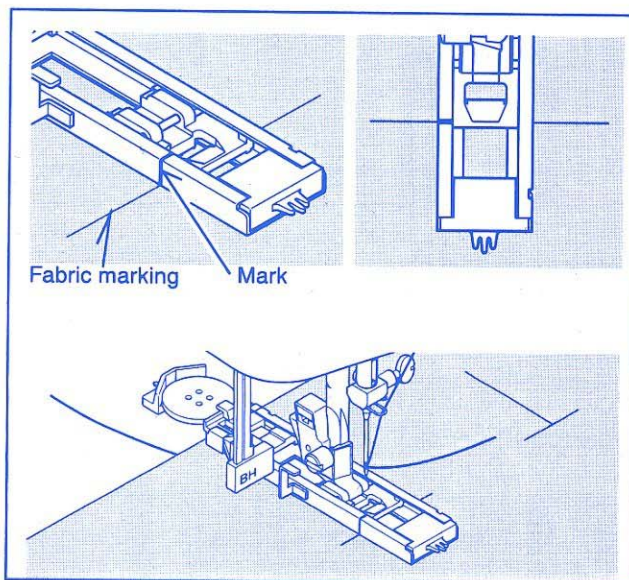Buttonhole foot

(C)   (C)   (C)
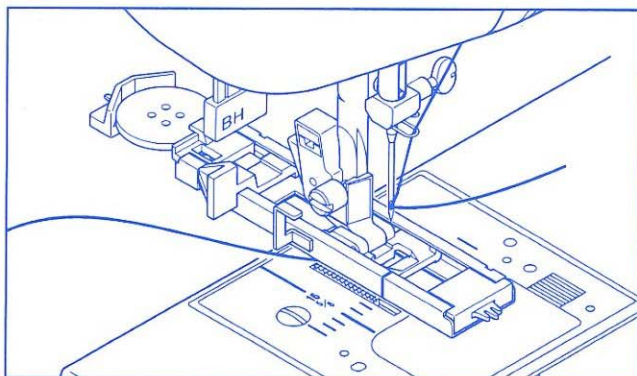
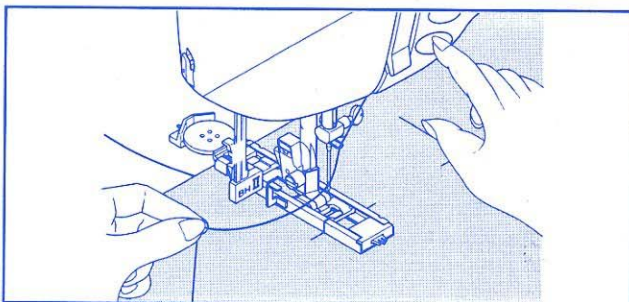5. Carefully mark the position of buttonhole on your garment.
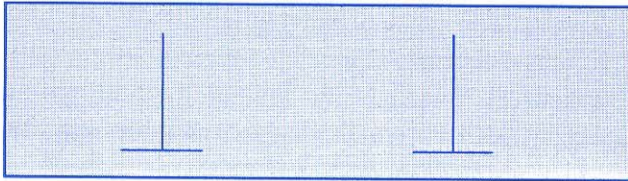
6. Place the fabric under the foot. Pull out the bobbin thread underneath the fabric to a length of about 10 cm to the rear.
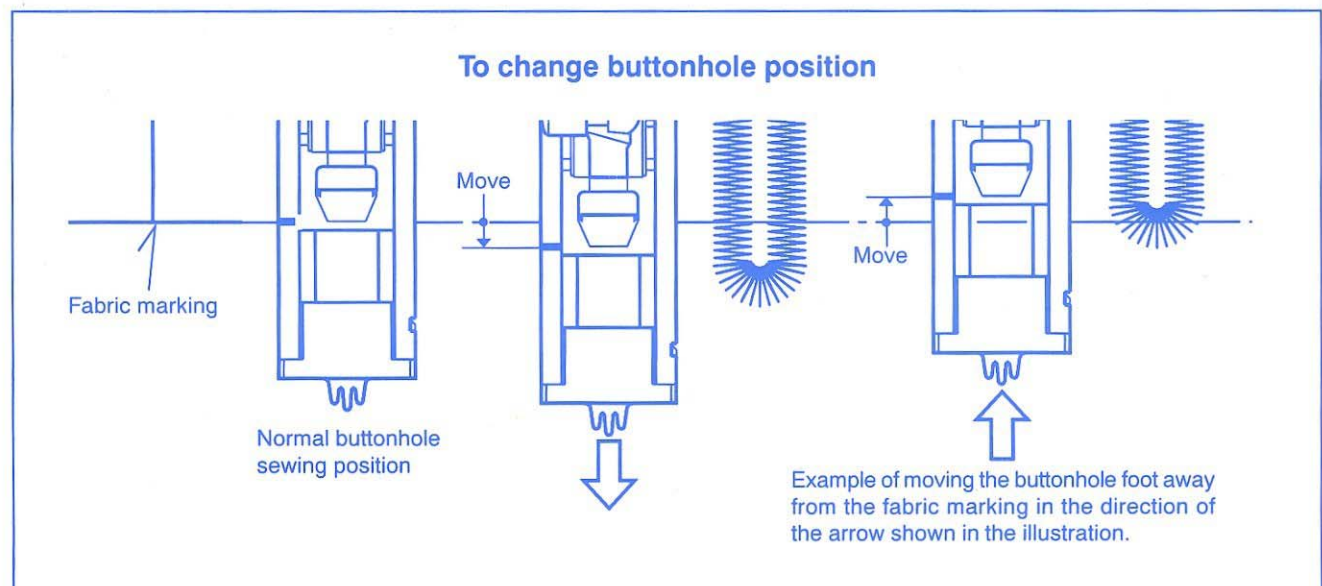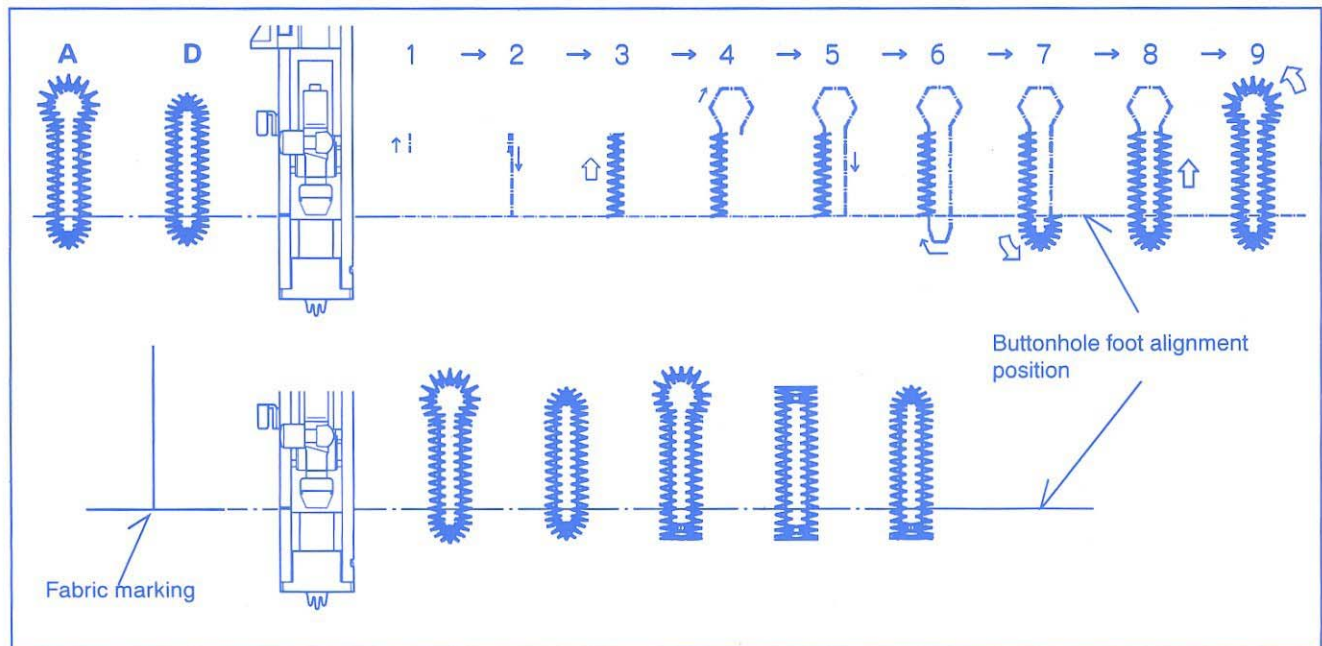
7. Align the buttonhole mark on the fabric with the mark on the buttonhole foot, and then lower the buttonhole foot.

Fabric marking   Mark

8. While holding the top thread, start the machine.

* Sewing will be completed automatically in the following order.
(The finished buttonhole will be slightly outside the buttonhole
positioning mark on the fabric so it is recommended that you
carry out a test sewing first.)

A   D   1 → 2 → 3 → 4 → 5 → 6 → 7 → 8 → 9

Buttonhole foot alignment
position

Fabric marking

To change buttonhole position

Move

Move

Fabric marking

Normal buttonhole
sewing position

Example of moving the buttonhole foot away
from the fabric marking in the direction of
the arrow shown in the illustration.

9. When sewing is finished, use a buttonhole opener
to open up the fabric in the center of the buttonhole.
Be careful not to cut any of the seam thread.
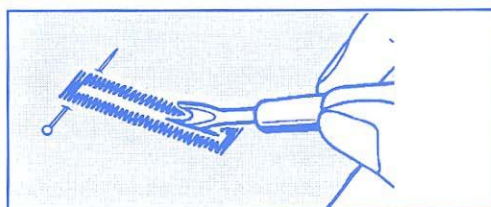
5. CARING FOR YOUR MACHINE

To ensure the best possible operation of your machine, it is necessary to keep the essential parts clean at all times.
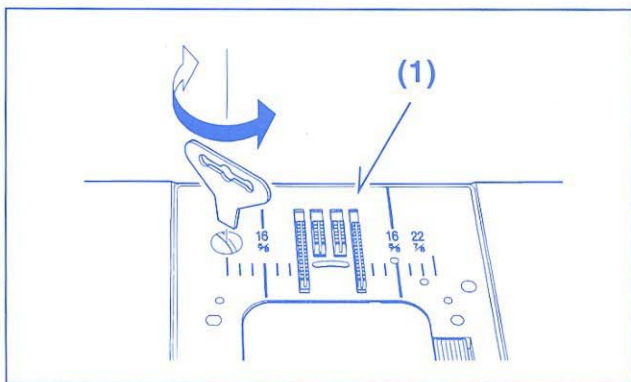
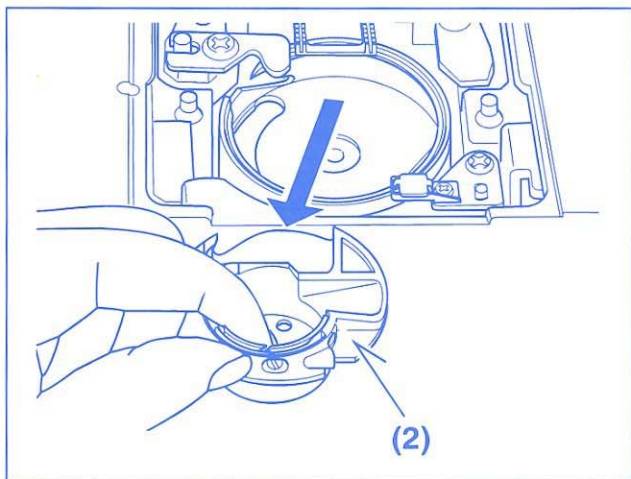⚠️ Always disconnect the machine from power supply by removing the plug from the wall-outlet.

1. Raise the needle to its highest position.
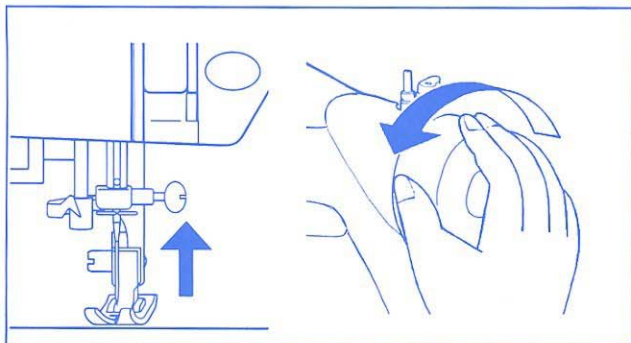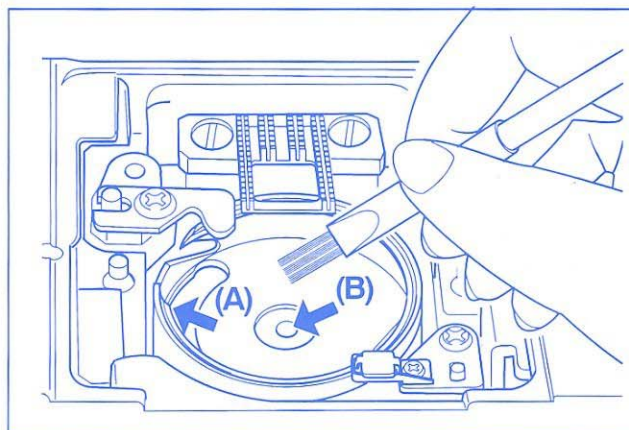
2. Remove the needle plate (1).
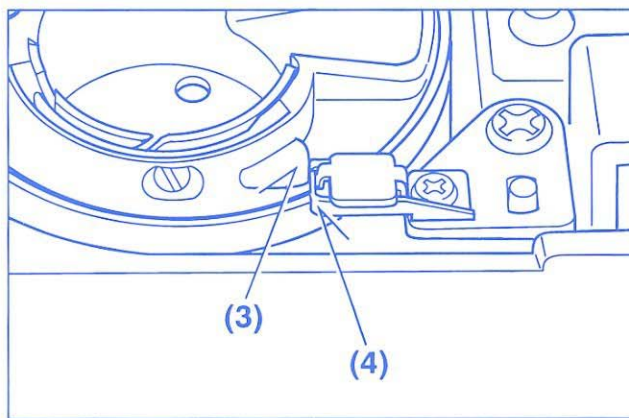
   (1)

3. Remove the bobbin case (2).

   (2)

4. Clean the feed dogs and hook area with the lint brush.

   Put one drop of sewing machine oil on the hook race as indicated by the arrows. (A, B)

   (A) (B)

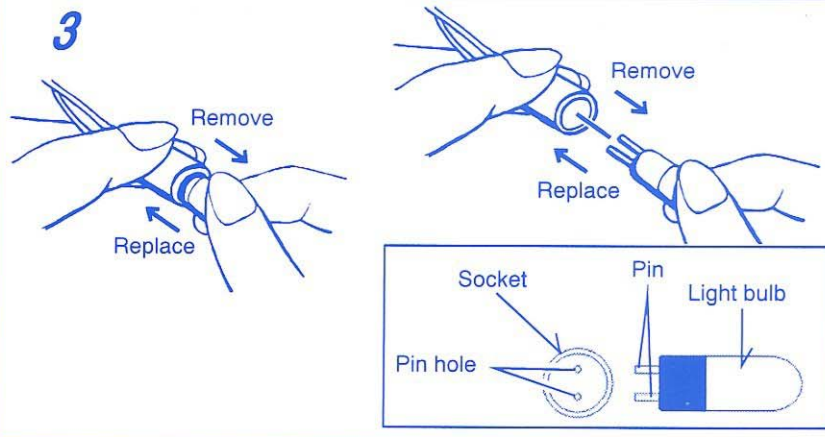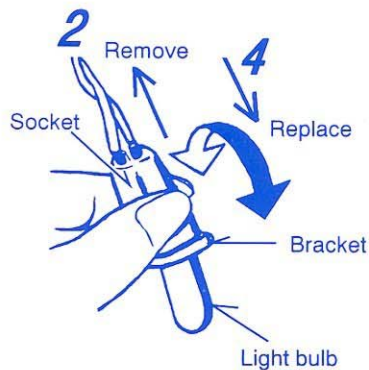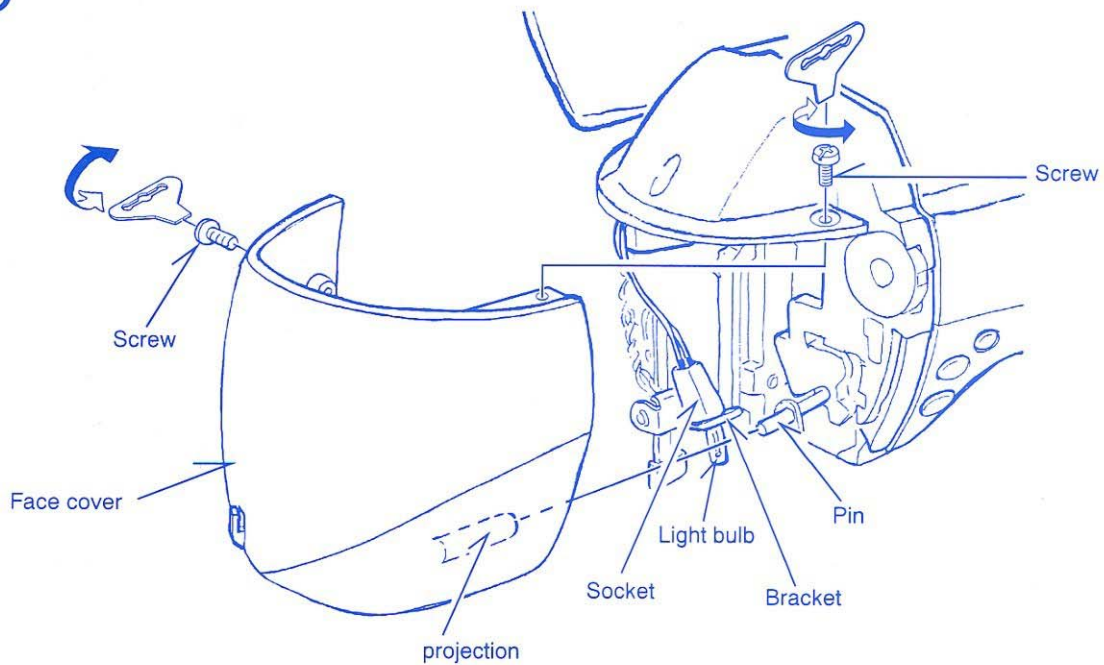5. Replace the bobbin case with the projection (3) positioned against the spring (4). Replace the needle plate.

   (3)

   (4)

⚠ Always disconnect the machine from power supply by removing the plug from the wall-outlet.

1. Remove the screws, and face cover.

2. While holding the socket, move it back and forth gently to remove it from the bracket.

3. Take the light bulb out of the socket and insert a new light bulb (part # 85303) securely into the socket so that the pins on the light bulb fit into the pin holes in the socket.

4. Insert the socket into the hole in the bracket.

5. Return the face cover to its original position. Align the face cover so that the projection fits onto the pin on the sewing machine.

1, 5

Screw

Screw

Face cover

Light bulb

Pin

Socket

Bracket

projection

2 Remove **4**

Socket

Replace

Bracket

Light bulb

3 Remove

Remove

Replace

Replace

Socket

Pin

Light bulb

Pin hole

66

6. ERROR MESSAGES

If the start/stop switch or the reverse stitch switch is pushed, or if the foot control is depressed when the sewing machine is not set up correctly, or if an incorrect operation is made, the sewing machine will not operate, and a buzzer will sound and an error message will be displayed.

When an error message is displayed, fix the problem following the instructions in the message.
The error message will disappear once the problem has been fixed.

⚠️ **BH LEVER LOWERED RAISE BH LEVER** Raise the buttonhole lever.	⚠️ **LOWER BH LEVER** Error message during buttonhole sewing. (Refer to page 33.)	⚠️ **THREAD BREAKAGE DETECTED CHECK THREADS** A thread breakage has occurred. (Refer to pages 12, 13.)
⚠️ **LOWER PRESSER FOOT LEVER** Lower the presser foot lever.	⚠️ **CHECK BOBBIN WINDER** Push the bobbin winder to the left.	⚠️ **SAVED DATA DAMAGED AND CLEARED** The Favorites data has been damaged. Add each favorite pattern again. (Refer to "Favorites".)
✋STOP **SAFETY DEVICE ACTIVATED** **SEE RELATED SECTION IN MANUAL** The thread has become tangled or caught. (Refer to pages 21.)	Always unplug sewing machine from the electrical outlet before fixing the problem. If the above problem should still remain after you have tried to fix it, please contact a service center or the store where you purchased sewing machine.	✋STOP **CHECK CONNECTION OF LINK CABLE AND POWER SWITCH** Check the link cable and the power switch. (Refer to page 17.)

7. PERFORMANCE CHECKLIST

GENERAL PROBLEMS

Machine does not sew.
* Power switch is turned off. – Turn on the switch.

Machine jams/knocks.
* Thread is caught in hook. – Clean hook (see page 65).
* Needle is damaged. – Replace needle (see page 22).

Fabric does not move.
* Presser foot is not lowered – lower presser foot.
* Stitch length is set at 0. – Set it at 1 to 4.
* Feed dog control is lowered (see page 8).

STITCHING PROBLEMS

Machine skips stitches.
* Needle is not all the way up into needle clamp. – See page 22.
* Needle is bent or blunt. – Replace needle (see page 22).
* Machine is not threaded correctly. – See page 12.
* Thread is caught in hook. – Clean hook (see page 65).

Stitches are irregular.
* Needle size is not correct for thread and fabric. – See page 22.
* Machine is not threaded correctly. – See page 12.
* Top thread tension is too loose. – See page 23.
* Fabric is being pulled or pushed against machine feeding action. – Guide it gently.
* Bobbin has not been wound evenly. – Rewind bobbin.

Needle breaks.
* Fabric is being pulled or pushed against machine feeding action. – Guide it gently.
* Needle size is not correct for thread and fabric. – See page 22.
* Needle is not all the way up into the needle clamp (See page 22).

THREAD PROBLEMS

Thread bunches.
* Top and bobbin threads are not drawn back under presser foot before starting seam. – Draw both threads back under presser foot about 4 inches (10 cm) and hold until a few stitches are formed.

Needle thread breaks.
* Machine is not threaded correctly. – See page 12.
* Top thread tension is too tight. – See page 23.
* Needle is bent. – Replace needle (see page 22).
* Needle size is not correct for thread and fabric – See page 22.

Bobbin thread breaks.
* Bobbin case is not threaded correctly. See page 11.
* Lint accumulates in bobbin case or hook. – Remove lint (see page 65).

Fabric puckers.
* Top and bobbin thread tensions are too tight. – Adjust thread tensions (see page 23).
* Stitch length is too long for sheer or soft fabric. – Shorten stitch length.